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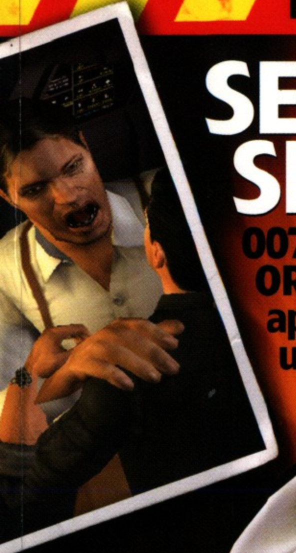

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B = 02
Back to Baghdad
Backyard Wrestling
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlegrounds, M.Gathering
Big Mutha Truckers
Bionicle
Blinx: The Time Sweeper
Blood Omen 2
BMX XXX
Bond 007: Nightfire
Bounty Hunter, Mace Griffin
Broken Sword 3: S. Dragon
Bruce Lee: Quest Dragon
Brute Force
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact
C = 03
Celebrity Deathmatch
Champ. Manager '01/'02
Championship Manager '02
Chase: Hollywood Stunt Dr.
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Commandos 2
Conflict: Desert Storm
Conflict: Desert Storm 2
Counterstrike
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi 3: High Roller
Crimson Sea
Crimson Skies
D = 04
Dark Alliance, Baldur's G. 2
Dark Alliance, Baldur's Gate
Dark Angel, J. Cameron's
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Desert Storm
Desert Storm 2
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
Dr. Muto
Driver 3*
Dungeon & Dragons:Heroes
Dynasty Warriors 3
Dynasty Warriors 4
E = 05
Elder Scrolls: Morrowind
Enter the Matrix
Evil Dead: Fist. of Boomstick
Exile, Myst 3
Extreme Destruction
F = 06
F1 2002
Fellowship of the Ring
FIFA 2003
FIFA 2004
Finding Nemo
Fire Blade
Freedom Fighters
Freestyle Metal X
Frontline, Medal of Honor
Futurama
G = 07
Genma Onimusha
Ghost Recon
Ghost Recon:Island Thunder
Gladius
Gotham Racing
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Group S Challenge
GT 2002
Gun Metal
H = 08
Halo
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
House of the Dead 3
Hulk
I = 09
Indiana Jones: Emp.'s Tomb
Indycar Series
Italian Job: L.A. Heist
J = 10
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing*
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 11
Kelly Slater's Pro Surfer
Knights of the Old Republic
Kung Fu Chaos
L = 12
Leg. of Kain: Blood Omen 2
Legends of Wrestling 2
Links 2004
LMA Manager 2003
LMA Manager 2004*
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 13
Mace Griffin: Bounty Hunter
Mafia
Magic Gathering Battlegr'nd
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
Moto GP2: U.R.T.
Munch's Oddysee
MX Superfly
N = 14
NASCAR Thunder 2004
NBA Live 2004
NBA Street Volume 2
Need for Speed Undergr.
New Legends
NFL Fever 2003
NFL Street
Night Caster
Nightfire
O = 15
Obi Wan, Star Wars
Oddworld Munch's Oddysee
Operation Surma, M.I.
Otogi: Myth of Demons
Outlaw Golf
Outlaw Volleyball
P = 16
Panzer Dragoon Orta
Phantom Crash
Pirates of the Caribbean
Prince of Persia: S. of Time
Prisoner of War
Project Gotham Racing
Project Gotham Racing 2
Project Zero
Q = 17
Quad Power Racing 2
R = 18
Racing Evoluzione
Rainbow Six 3
Rallisport Challenge
Raw 2, WWE
Red Faction 2
Reign Of Fire
Return of the King
Return to Castle Wolfenstein
Rise of Perathia, Azurik
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Robotech: Battlecry
Rocky
Rogue Ops
Rollercoaster Tycoon
Rolling
S = 19
Secret W. Over Normandy
Sega GT 2002
Serious Sam
Shenmue 2
Silent Hill 2: Inner Fears
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Speed Kings
Spiderman The Movie
Splinter Cell
SSX 3
SSX Tricky
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Jedi Starfighter
St.Wars: Knights Old Rep.
Starsky & Hutch
Steel Battalion
Streets of L.A: True Crime
SWAT: Global Strike Team
T = 20
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fellowship of the Ring
The Great Escape
The Hobbit
The House of the Dead 3
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Thing
The Two Towers
Thirteen
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
ToeJam & Earl 3
Tom Clancy's Ghost Recon
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Spin
Total Club Manager 2004
Transworld Snowboarding
True Crime: Streets of LA
Turok, Evolution
U = 21
Underground, N. for Speed
Unreal: Championship Ed.
V = 22
Vexx
Vice City, Grand Theft Auto
Voodoo Vince
W = 23
Wolfenstein,Return to Castle
World Champ. Snooker '03
Worms 3D
Wreckless: Yakuza Mission
WWE Raw 2: Ruthless Aggr.
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
Y = 25
Yager
0-9 = 27
13
Plus Many More...

INCLUDING ALL THE LATEST CHEATS, TIPS & WALKTHROUGHS AVAILABLE FOR:

★007 Everything or Nothing*
★Bad Boys II*
★Dragon's Lair 3D Spec. Ed.*
★Final Fantasy X-2
★Kill.switch
★R-Type Final
★Sphinx & Cursed Mummy*
★Rainbow Six 3*
★Teenage Mut. Ninja Turtles

*Information for these forthcoming releases is added as soon as it becomes available, this is usually before the games actual release. To check availability please call Customer Services on 0800 081 6000

WELCOME TO CHEATZONE

THIS MONTH... WE'RE ON FIRE

We've had it all this month. First off, Tom was – somewhat unbelievably – made a company fire steward. Tom, of course, being the only person on the team who hibernates until 10:30 in the morning, then crawls into work half asleep with tall stories about poisoning, not being able to close his eyes and PCs "speaking" to him. Still, as long as we can come to some sort of an arrangement where fire doesn't start before 11:00 on a Monday and 10:30 Tuesdays to Fridays, we won't have to resort to leaping out of high third-floor windows.

FINISHED BUSINESS

But it doesn't stop there. While Tom sat around in his new luminous green fire jacket, he also took care of some unfinished business. You might remember last month, we had a *Final Fantasy X-2* starter guide. We finished the first part for you. Everything. Now we've taken the rest of the game and finished it. Done for it. Completed. Finito. It starts on page 28.

That's still not all. Steve has dealt you in with the best 10 pages of *Mafia* guide you could possibly lay eyes on, we've got an *Everything Or Nothing* secrets masterclass, as well as *Ghost Recon*, *Maximo Vs Army of Zin*, *Lord Of The Rings*, *NFS: Underground* and *FIFA '04*.

And, as of yet, no fires.

THE CHEATZONE TEAM

WE DELIVER THE BEST GUIDES EVERY MONTH!

The best 007 EON guide money can buy!

SOCOM II. Nailed. Done for. Killed.

NEW!
THE NO.1 TIPS AND CHEATS MAGAZINE FOR PLAYSTATION 2
CHEATZONE
TIPS ★ GUIDES ★ SOLUTIONS ★ CHEATS
SECRETS SERVICE!
007 EVERYTHING OR NOTHING ripped apart in our unmissable guide!
RETURN OF THE KING
FIFA 2004
AND
RISING SUN!
EVEN MORE INSIDE!
SOCOM II
U.S. NAVY SEALS
No more navy blues in our complete walkthrough!
GET 'EM WHILE THEY'RE HOT!
TOMMY GUNNED!
CAR WARS!
IT'S WWEASY!
GRAND THEFT AUTO CLINIC
It's a gangster's paradise as we answer your questions!
NEED FOR SPEED: UNDERGROUND
Drifting masterclass – clock up top scores every time!
TORRIE ANSWERS YOUR QUESTIONS
Smackdown! beauty wrestles your queries. In only her bra.
future games
APRIL 2004
£3.99

The finest GTA clinic on the planet – inside!

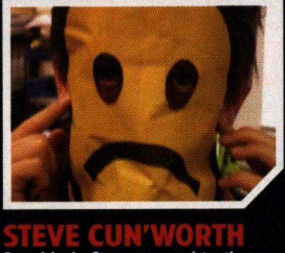
'Lovely' Torrie Wilson answers more HCTP questions!

SO WHO ARE WE?

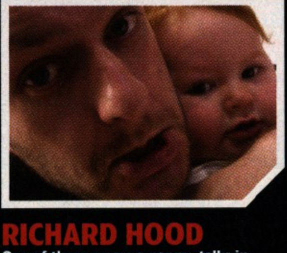
That's what they're all asking. We're not sure who *they* are, but they're definitely asking.

MATT CUNDY
If Cornish pasty pervert Cundy didn't get paid to play games all day, he would have been a stand-up 'comedian'. "I always wanted to be like Joe Pasquale," he says.

TOM MAYO
Newly installed fire steward Tom takes his new responsibility so seriously he's taken to wearing foam fire retardent instead of clothes "to get *inside* the fire".



STEVE CUN'WORTH
Surprisingly, Steve was consistently on time this month, though has had to cover his face due to complicated copyright issues. And 10kgs of prescription drugs.



RICHARD HOOD
One of these wears a nappy, talks in gobbledy gook and hasn't yet learned how to walk. The other is a one year old baby we found under Rich's desk.

TIM WEAVER
Here Tim demonstrates how important calls from his managers and the bank are. Oh, and by the way, the new A-Ha album is actually bloody good.

12,000 CODES

More cheats than any other mag!

092 A TO Z

Twenty pages of PS2 codes. TWENTY pages. Two oh. Two. Oh. Twoh. Plus, Top Fives. Including Top Five Bad Smells.

WRITE TO US CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW **EMAIL US** CHEATZONE@FUTURENET.CO.UK

THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 SOCOM II: U.S. NAVY SEALS

Heads up! It's a level by level nailing of the game's missions. It's so good we've had it framed and put in the bathroom.

028 FINAL FANTASY X-2

Mayo The Goblin Lover takes you on a wondrous 18-page journey through the game, stopping off to pick up all the Dresspheres on the way. What a lovely bear.

048 007: EVERYTHING OR NOTHING

Due to some minor problems, we couldn't quite stuff EVERYTHING into last month's Bond guide. Be certain, though, that this month we've got it all. Including secrets.

056 MAFIA

A level by level dismantling of the mob, plus a predicted array of bad organised crime gags. And blokes called Paulie.

066 GHOST RECON: JUNGLE STORM

Clancy says this is the only guide you need to see. Clancy's best game for a while. Six pages, Clancy can report.

072 MAXIMO VS THE ARMY OF ZIN

Matthew 'Mind Magic' Cundy takes you through an unsolvable maze of complexity using a magic wand and an amusing Paul Daniels face.

078 MEDAL OF HONOR RISING SUN

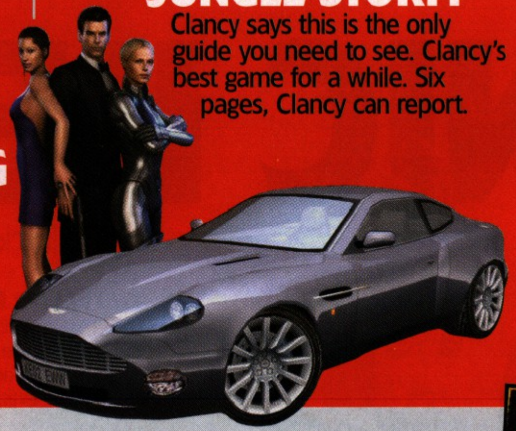
Every last secret crushed.

084 LORD OF THE RINGS: RETURN OF THE KING

Every last secret level crushed.

086 FIFA 2004

Every last secr... Wait a mo. Says down here 'Steve's "Best" Guide'.



The latest cheats for the hottest new games!

100s of Action Replay & Xploder codes!

The only place to get your GTA answers!

A Mafia map you simply must gander!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

MORE HOT TIPS HERE!

NFL STREET

Select Quick Game and enter any of the following as an ID.

All stadiums: travel
NFL Legends team: Classic
Kayslay team: KaySlay
X-ecutioners team: Excellent
AFC East team: AE3278
AFC North team: AN6789
AFC South team: AS6884
AFC West team: AW9378
NFC East team: NE3278
NFC North team: NN6789
NFC South team: NS9378
NFC West team: NW9378

Sonic indigestion: Want to play as a metal hedgehog?

GRIN AND SONIC

SONIC HEROES

To unlock this lot takes SEGA.

TWO PLAYER EXTRAS

Collect the specified amount of emblems in single player Story or Challenge Modes to unlock the following extras.

EMBLEMS	UNLOCKS
20	Two player Team Battle
40	Two player Special Stage
60	Two player Ring Race
80	Two player Bobsled Race
100	Two player Quick Race
120	Two player Expert Race
141	Metal characters in single player

SONG/MOVIE EXTRAS

Beat Story mode as any of the following teams to unlock the specified song/movie. Songs and movies can be accessed via the Extras Menu.

TEAM	SONG/MOVIE
Sonic	We can/Team Sonic
Dark	This machine/Team Dark
Rose	Follow me/Team Rose
Chaotix	Team Chaotix/Team Chaotix

UNLOCK SUPER HARD DIFFICULTY

Complete the game with an 'A' ranking on every level and all 141 emblems.

METAL TEAMS IN TWO PLAYER

Choose a two player game and hold ⊗ and ⊚ after selecting a level. Keep the buttons pressed until the game has loaded.

710
01:56:56
013

DID YOU KNOW? THE RANK OF A NINJA CAN BE IDENTIFIED BY THE COLOUR OF THEIR SUIT. NINJAS

BALDUR AND WISER

BALDUR'S GATE: DARK ALLIANCE II

Improve your elf and safety.

CHEAT MENU

Begin a game and hold L1 + R1 + △ + ○ + ✕ + □ and press START. A cheat menu should appear with Level Warp and Invulnerability options.

CHEEKY EXTRAS

Begin a game and hold L1 + R1 + △ + ○ + ✕ + □ and press L2. This levels your character to Level 10, gives them 45 feat points and 500,000 gold.

EXTREME MODE

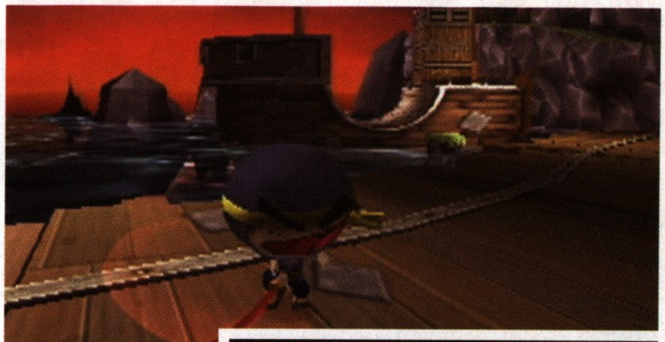
Complete the game on any difficulty setting to unlock the Extreme Mode.

UNLOCK DRIZZT DO'URDEN

Complete the game on any difficulty setting. Drizzt can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓.

UNLOCK ARTEMIS ENTRERI

Complete the game on the Extreme difficulty setting. Artemis can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓, ↓.



MORE HOT TIPS HERE!

CRASH NITRO KART

Unlock the following movies by completing the relevant task. Once unlocked, movies can be accessed from the 'Extras' menu.

TEAM BANDICOOT MOVIES

Challenging Krunk: Win three trophies.
Krunk Loses: Get one key.
Challenging Nash: Win six trophies.
Nash Loses: Get two keys.
Challenging Norm: Win nine trophies.
Norm Loses: Get three keys.
Challenging Geary: Win twelve trophies.
Geary Loses: Get four keys.
Challenging Velo: Get four keys.
Losing to Velo: Get four

M ete!
1260 New Hi-Score!
145 Coinage Bank
18 Ranx Bank
to continue.

Chop-chop: Complete every level in a flash!

NICE 'N' SLICY

I-NINJA

Codes fresh out the dojo.

INSTANT LEVEL COMPLETION

Pause the game, hold R1 and press □, □, □, ○. Release R1, hold L1 and press △, △. Release L1, hold R1 and press □, □.

SWORD UPGRADE

Pause the game, hold L1 + R1 and press ○, □, ○, △, △, □, ○, □. The message 'Sword Upgrade' appears on the screen to confirm correct entry.

BIG HEAD NINJA

Pause the game, hold R1 and press △, △, △, △. Release R1, hold L1 and press △, △. Hold L1 + R1 and press △, ○, △. The message 'Ooops, was that your head?' appears on the screen to confirm correct code entry.

I see I: Check out Ninja's big head. What a gas!

STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

04 INVINCIBLE

STEP 1 ACHING BONES

Mayo's chronic gigantism is making his grossly misshapen bones ache, the poor old freak. At just eleven years old, the end is already near. But wait! Maybe there's hope.

STEP 2 BRAIN WAVE

His dimming synapses splutter one last time – an invincibility cheat! The golden ticket to life everlasting is clutched within those sausage-like fingers.

STEP 3 NOT SO GOOD

Twelve million years later and Mayo is the sole inhabitant of a barren wasteland where he knows only eternal pain and solitude.

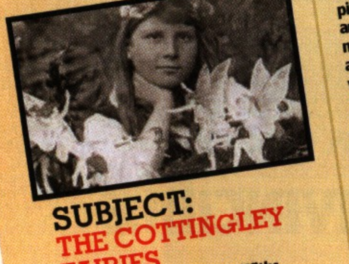
NEXT MONTH...

WHAT HORRIBLE LIFE ENDING MISHAP WILL BEFALL THE MAYO-BEAR NEXT?

DRESSED IN BLACK AND WHITE ARE EQUALLY POWERFUL. BUT THE MOST POWERFUL NINJAS FIGHT ONLY IN RED.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.



SUBJECT: THE COTTINGLEY FAIRIES

In 1917, cousins Frances Griffiths and Elsie Wright showed their disbelieving parents photographs of them frolicking with fairies. To confirm the authenticity of the pictures, they were shown to a local 'expert' (probably a yokel with a tin box wrapped in greaseproof paper), who declared that the pictures were the real deal.

Sir Arthur Conan Doyle (creator of Sherlock Holmes) heard about the pictures and, in 1920, wrote an article about them in *Strand* magazine. He heralded the photos as in-your-sceptical-face proof that winged ethereal folk did exist and could be found in Cottingley, Yorkshire. Arguments over whether the pictures were genuine continued until 1981, when the two cousins finally confessed that the fairies were paper cut-outs stuck in the ground with hatpins.

VERDICT:

Did people really have to wait for confirmation that the pictures were fake? Look at them. Anyone can see that they're utter hokum, unless – like old Conan the Doyle probably was – you're indulging in extraordinarily high doses of opium. And besides, Yorkshire's too cold for fairies. Everyone knows that.

CHAIN GANG

DOWNHILL DOMINATION

Recycle these and get there quicker.

UNLOCK CODES

Press ↑, △, ↓, ✕, ←, ○, →, □ during game play. The message 'Codes Unlocked' appears to confirm correct code entry. You can now enter any of the following codes.

ADRENALINE BOOST

Unlock codes and enter ↓, ←, ←, →. The message 'Adrenaline Boost' appears to confirm correct entry.

ALWAYS STOKED

Unlock codes and enter ↓, □, □, ←, ○. The message 'Always Stoked On' appears to confirm correct entry.

ANTI-GRAVITY

Unlock codes and enter ↓, △, □, □, ↑. The message 'Anti-Gravity On' appears to confirm correct code entry.

CASH

Unlock codes and enter →, △, △, ←. The message 'Cash' appears to confirm correct code entry.

COMBAT FREE

Unlock codes and enter ←, □, ○, □, ←. The message 'Combat Free On' appears to confirm correct entry.

COMBAT UPGRADE

Unlock codes and enter ↑, ↓, ←, ←, →. The message 'Combat Upgrade' appears to confirm correct entry.

ENERGY RESTORE

Unlock codes and enter ↓, →, →, ←, ←. The message 'Energy Restore' appears to confirm correct entry.

EXTRA SMACK TIME

Unlock codes and enter ←, →, ↓, ↓. The message 'Extra Smack Time On' appears to confirm correct entry.

INFINITE BOTTLES

Unlock codes and enter ↑, ✕, ←, ←, ○, ○. The message 'Infinite Bottles On' appears to confirm correct code entry.

MEGA FLIP

Unlock codes and enter →, ↑, ↑, →, →, □. The message 'Mega Flip On' appears to confirm correct code entry.

MORE CASH

Unlock codes and enter →, ↑, ↑, ○, ○, □. The message 'More Cash' appears to confirm correct entry.

SPEED FREAK

Unlock codes and enter ↓, △, →, →, □. The message 'Speed Freak On' appears to confirm correct entry.

STOKE TRICK METER

Unlock codes and enter ↓, ←, ←, →, →. The message 'Stoke Trick Meter' appears to confirm correct code entry.

SUPER BOUNCE

Unlock codes and enter ←, □, ✕, ↑, △. The message 'Super Bounce On' appears to confirm correct entry.

SUPER BUNNY HOP

Unlock codes and enter ↑, ✕, ←, □, ↑. The message 'Super Bunny Hop On' appears to confirm correct code entry.

UNLIMITED ENERGY

Unlock codes and enter ↓, △, ←, ←, □. The message 'Unlimited Energy' appears to confirm correct code entry.

UPGRADE TO BOTTLE

Unlock codes and enter ↑, ↓, ←, ←, →, →. The message 'Upgrade To Bottle' appears to confirm correct code entry.

BONUS RIDERS

Rakel
Win Super Career twice (with a different rider)
Drud
Win single player Freestyle
Eric Carter
Win Mountain Cross Specialised Career
Tara Lianes
Win single player or two player Arcade
Richie Schley
Win Freeride Race Specialised Career
Brian Lopes
Win final heat of Mountain Cross Specialised Career on Hardcore
Missy Giove
Win Technical Downhill Specialised Career

MORE HOT TIPS HERE!

keys.
Defeat Velo without 100%: Get four keys.
Defeat Velo with 100%: Get four keys, thirteen Relics, and one Scepter.

TEAM CORTEX MOVIES
Challenging Krunk: Win three trophies.
Krunk Loses: Get one key.
Challenging Nash: Win six trophies.
Nash Loses: Get two keys.
Challenging Norm: Win nine trophies.
Norm Loses: Get three keys.
Challenging Geary: Win twelve trophies.

UNLOCK AND LOAD

SOCOM 2: US NAVY SEALS

Already got this lot? Bravo.

HIGHER RANKS

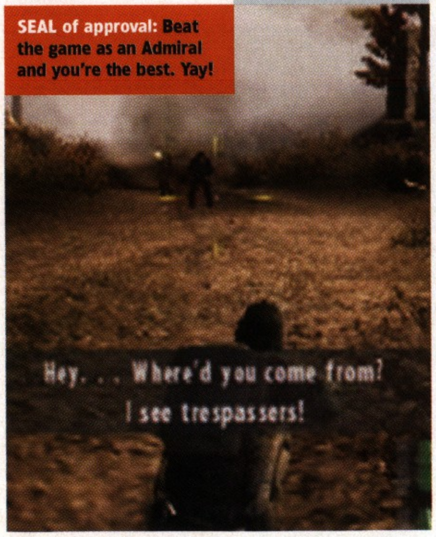
Complete the game at the rank of Commander to unlock Captain and Admiral ranks.

EXTRA MULTIPLAYER CHARACTERS

SAS (Sabre)
Complete Albanian area at the rank of Commander or higher.
Pius
Complete Albanian area at the rank of Lieutenant or higher.
Feral
Complete the game at the rank of Admiral.
Quixada
Complete the Brazilian area at the rank of Commander of higher.
SAS (Reaver)
Complete Algerian area at the rank of Commander or higher.
Algerian Officer
Complete Algerian area at the rank of Lieutenant or higher.
The Specialist
Complete the Russian area at the rank of Commander or higher.
Valeska
Complete the Russian area at the rank of Lieutenant or higher.

UNLOCKABLE WEAPONS

SEAL
Complete the game at Ensign rank.
Terrorist
Complete the game at Lieutenant rank.
SAS
Complete the game at Commander rank.
Spetsnaz
Complete the game as a Commander.
MGL
Complete the game as a Captain.
OICW
Complete the game as an Admiral.



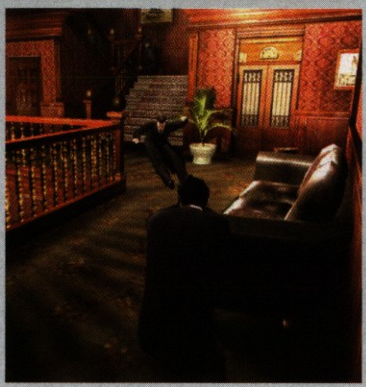
SEAL of approval: Beat the game as an Admiral and you're the best. Yay!

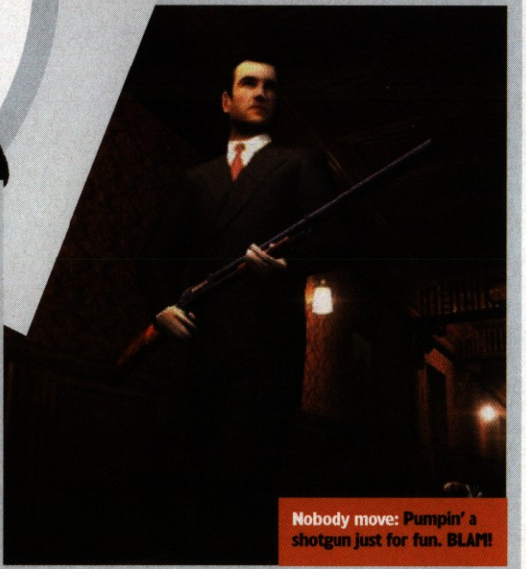
DID YOU KNOW? → THE US NAVY SEALS WERE FORMED IN 1943 TO CLEAR BEACH OBSTACLES FOR ALLIED LANDINGS.

MISSING SOMETHING?
WITHOUT PIGGYBACK
piggyback

SHERLOCK HOMES

HE'S BAD. NOT BAD MEANING BAD, BUT BAD MEANING GOOD.





Nobody move: Pumpin' a shotgun just for fun. BLAM!

Q1 COULD YOU GIVE ME SOME CHEATS FOR MAFIA PLEASE?

KDOGGX VIA EMAIL

BANG! Cosa Nostra bad boys bustin' original gangsta boogie all over your ass like vindaloo meat balls like what Mama Fratelli used to make. Family first, Floellas second and don't forget to respect the architect cos he's running things like a treadmill. Goof off like a greaseball and they'd put the X on you and you'd be like – BAM! – time to hit the mattress like a juiced horse in a banana race. Strictly business mafioso style. Still pending cheats, but a stoolie gave me these...

UNLOCK RACE MODE
Complete all missions in Story Mode.

UNLIMITED AMMO
Complete Story Mode and start a new game.

BIGFOOT TRUCK IN FREE RIDE
Win all of the races in Racing Chamionship Mode.

Q2 TOTAL CLUB MANAGER 04 – ANY CHEATS?

CHILLINPETE69 VIA EMAIL

Mad props to the numero uno sheepskin pioneer MC Big Ron and his crazy dope punditry maneuvers. Forget Big Ben, Big Ron knows exactly what time it is. When he grabs the mic he's all like, 'You gotta overstand – I'm chewing the magic sponge and my tongue's casting a sweet footballing spell over all you suckers. Now get me a Pukka Pie before I kill somebody.' BOOM! Then he flips out and starts spittin' knowledge like a MENSA swan, givin' it 'he's really gambled all his eggs' or 'they're playing above the ground'. BAM! Totally relentless wisdom from the last 24 carat Ambre Solaire apache poet. Check him in, then check this out...

CHEAT MENU
Press R3 on the main managerial page (where you can check Team, Club, Information and Transfer details) to access a Cheat Menu. From the menu you can alter the amount of money in the bank and set the outcome of matches so your team always wins.

L1 TEAM
L2 CLUB
CFC
INFORMATION R1
TRANSFERS R2
£74,000,000
So 17.08.2003
TACTICS
Morale
DETERMINATION
Fitness

Block party: What's up with this? Must be bullion in the Chelski vault or something. Make mine a vodka.

MIND YOUR STEP

MAX PAYNE 2: THE FALL OF MAX PAYNE

How's this for a painkiller?

UNLOCK EVERYTHING
Start a game and press ⊡, ⊡, ⊡, ⊗, ←, →, ←, →, ⊡, ⊡, ⊡, ⊗, ←, →, ←, →. Now press START + SELECT to return to the main menu and select the 'New Game' option. Two new difficulty settings; two mini-games (New York Minute and Dead Man Walking) and a level select option (Jump to Chapter) are all unlocked.

MINT SPIES

SPY HUNTER 2

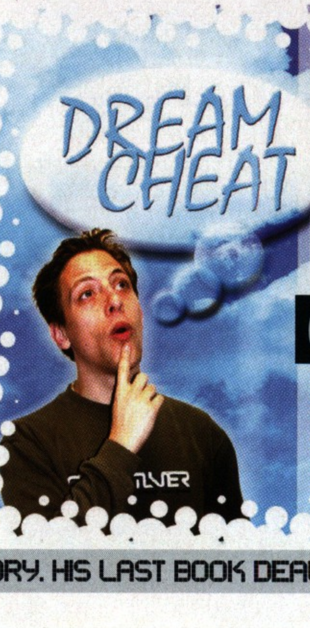
Eye spy with my little eye...

Spier in the hole: Unlimited ammo equals maximum destruction. Nice.

ALL WEAPONS AND MISSIONS
Press L1, R2, L2, R1, R1, L2, R2, L1 at the Main Menu. A sound confirms correct code entry.

UNLIMITED AMMO
Pause the game and press R1, L1, R2, R2, L2, R1, L1, R2, L2. A sound confirms correct code entry.

INVINCIBILITY
Pause the game and press L1, L1, L1, R2, L1, R1, R1, L1, R2. A sound confirms correct code entry.



02 PLAY AS CUJO IN DOG'S LIFE

Sniffing pooch ass and burying bones is hardly the most exciting concept ever. Throw Stephen King's rabid hound into the mix and you might just have something worth playing. You want me to fetch that stupid stick? How about I just bite your throat off instead. Sounds like much more fun. Woof woof. ■

DID YOU KNOW? ➜ STEPHEN KING GOT $35 FOR HIS FIRST EVER STORY. HIS LAST BOOK DEAL WAS WORTH $40 MILLION.

HEADS UP!
SUDDEN DEATH COMES FROM ABOVE
SPECIAL MOVE:
SPIN AND FLIP OFF BRANCH TO REACH HIDDEN PLATFORM
SAVE POINTS:
SWEET RELIEF
USE SNIPER SCOPE TO SPOT ASSASSIN
REVEAL PASSWORD REQUIRED TO UNLOCK THE NEXT REALM
ONE PATH LEADS TO SAFETY.
THE REST LEAD TO GAME OVER
WITH
PIGGYBACK
COLLECT WEAPON UPGRADE:
ENHANCE YOUR FRAG FACTOR
STEP ON PRESSURE PAD
TO REVEAL SECRET CATACOMBS
WARNING:
INVISIBLE ENEMY WAITING TO POUNCE.
EQUIP INFRA-RED SCOPE AND SPOIL HIS DAY
BURIED TREASURE
OR LETHAL BOOBY TRAP?
piggyback
www.authorisedcollection.com

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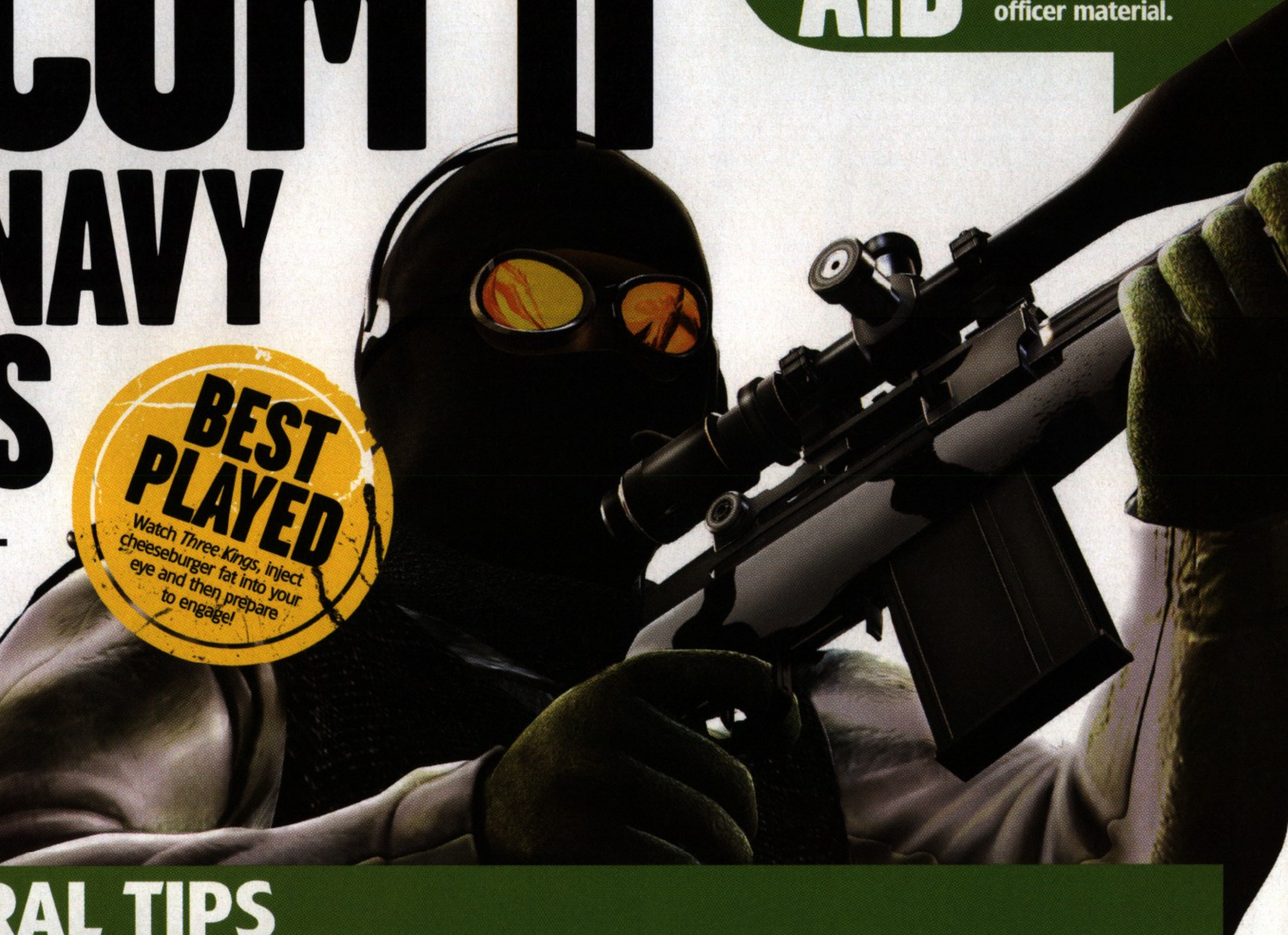
THE FACTS: **SOCOM II U.S. NAVY SEALS** ● PLAYERS: **1** ● MEMORY CARD SPACE: **2,992KB** ● DIFFICULTY: **HARD** ● COMPLETION TIME: **ONE MONTH**

SOCOM II U.S. NAVY SEALS

FIRST AID

Ordering your troops around can be daunting at first, but it's only a matter of time before you're transformed into officer material.

Become a one-man war on terror with the best guide around!



BEST PLAYED

Watch *Three Kings*, inject cheeseburger fat into your eye and then prepare to engage!

01 GENERAL TIPS

FALL INTO OFFICER SCHOOL AND LEARN THE BASICS OF LEADERSHIP RIGHT HERE...

HOLDING OUT FOR A HERO

Remember the saying 'Don't have a dog and bark yourself?' No? Ah, that's because it's rubbish, but, at the same time, it's also very true in this case. Never barge into a room with all-guns blazing when you've got a squad of three that'll do it for you. If you die, then the game ends, but you can lose a couple of teammates and still finish the mission.

OBJECTIVES
TACTICAL MAP

CHECKPOINT CHARLIE

Each mission has several checkpoints on its map, and these are a lot more useful than you may think. Each one is strategically placed to help you get through the mission, so it's always a good idea to take a good look at your map before you start. If, for example, you want some members of your squad to go ahead of you, then you can order them to move to a specific checkpoint.

SECURE FACTORY COMPLEX

ALL MAPPED OUT

Feeling a little lost? Occasionally you'll find that, whatever you do, you can't seem to find the next objective you're meant to be heading to. There's no need to suffer too much, though, as if you bring up the map and press ⊗ to 'Play Movie', then it gives you the objective you're heading for and usually shows you what it looks like, too.

SPECTE
JESTE

PLIGHT OF THE GIVING DEAD

Sadly, you can't seem to pick up any of the ammo packs that fallen guards leave behind, but you can nick their guns. Personally, we wouldn't recommend the 9mm semi-automatics, but there's a lot to be said for an AK-47 – especially as you'll find them all over the place.

LOCK AND LOAD

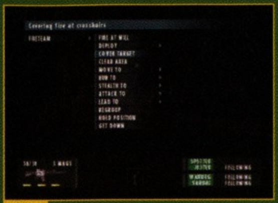
Sniping guards is all very well, but it can take a while to aim up a good headshot. Most of the time you should be able to kill the enemy by just using the cross hairs to target them. To make sure that your shot is guaranteed to hit, never fire off a shot until a red target appears over them.

WARDOG
VANDAL
JESTER

BUNGLE IN THE JUNGLE

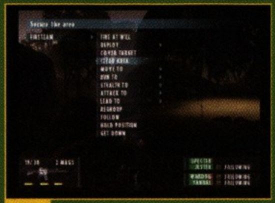
Although your teammates are supposed to be highly trained and the 'best of the best,' they do cock up from time to time. This usually comes in the form of firing wildly at anything when you're trying to keep a low profile, or just constantly getting spotted. If you need to be silent, order them to hold back for a bit, while you sneak forward to silently clear the area. Then call them forwards...

BEAT THIS → WE KILLED A GUARD WITH A HEADSHOT FROM A SNIPER RIFLE FROM 93 METRES. CAN YOU DO



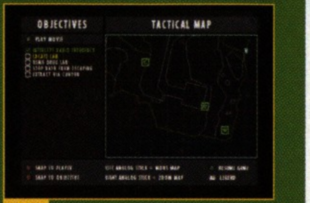
1 COVER TARGET

This is a good order to give if you want to enter a specific area with the knowledge that you're being covered from behind. Simply use the crosshairs to indicate the spot you want covered and your squad will do the rest without any hesitation.



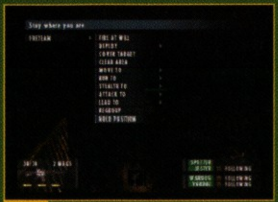
2 CLEAR AREA

If you're low on health, then it makes sense for you to get your team to do some of your dirty work – especially as you can continue a mission if you lose a team member or two, but it's game over if you die. When approaching a dangerous area, why not send them in first?



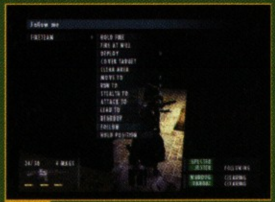
3 STEALTH TO

Your squad are professional, but they're also a little trigger-happy. If you want to make sure they get to a certain position undetected, then this is the order to use. Check the map first for a location, then pick a checkpoint marker from the list.



4 HOLD POSITION

If you need to keep a low profile, then the Hold Position order is perfect. Firstly, tell your troops to keep back (which will also cover your movements), then move forward carefully. This command lessens the chances of being spotted.



5 FOLLOW

One of the more frustrating aspects to *SOCOM* is the fact that, on occasions, your computer-controlled troops will get stuck in the scenery – or for whatever reason, fail to follow you. Use the follow command to make them keep up. You may need to persevere with this one...

6 BREACH – BANG AND CLEAR

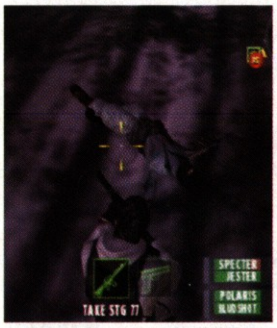
Not a date with Jordan, but instead a move where you can order your squad to burst through a door, throw a Flash Grenade and clear the room of any guards. It's perfect if you're expecting some serious opposition.

02 BROTHERS IN ARMS

At the start of each mission you have the ability to change the weapons each of your team members is carrying. Our advice is to stick with the recommended selection and see how you get on. As you progress through the game, you'll become more attached to certain weapons and you'll soon know for yourself which are the best weapons for the job at hand. To give you a bit of a head start, though, here's our pick of the best...

Hey. . . Where'd you come from?

M4A1 SD
Your default weapon and as good a place as any to start. It comes with a sniper sight, so you're able to sneak around picking off the guards with the minimum amount of fuss. It's not the fastest gun in the world, though, so you might want to look to something a bit quicker for the bigger firefights.



STG 77
This is a rifle you'll pick up from the enemy guards and is perfect for when you want to barge in somewhere, kill everyone in sight and get out in one piece. It's noisy and brash, but it does get the job done.

SR-25 SD
The ultimate sniper rifle. The long range means that you're able to target and take out guards with ease. If you want to enter somewhere unnoticed, this is the weapon to carry. It is rubbish if you're ambushed, though, so makes sure that your team are packing something a bit more lethal.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

CHALLENGE ZONE

At the end of each mission you'll be rewarded for your hard work with an overall grade and a percentage of the mission completed. We found that rivalry in the office soon got to the point where cries of joy could be heard for a radius of 300 metres when a personal best was beaten.

So here, for you to try and better, are the highest office percentages for each of the levels. And no, don't write in and tell us if you beat them. Let us wallow in our glory for a little while longer...

MISSION 1: SEEDING CHAOS
OVERALL 93.25%

MISSION 2: TERMINAL TRANSACTION
OVERALL 94.75%

MISSION 3: UPLAND ASSAULT
OVERALL 92.5%

MISSION 4: URBAN SWEEP
OVERALL 84%

MISSION 5: STRANGLEHOLD
OVERALL 88.5%

MISSION 6: HYDROELECTRIC
OVERALL 97.25%

MISSION 7: GUARDIAN ANGELS
OVERALL 93%

MISSION 8: PROTECT AND SERVE
OVERALL 90.5%

MISSION 9: AGAINST THE TIDE
OVERALL 96.25%

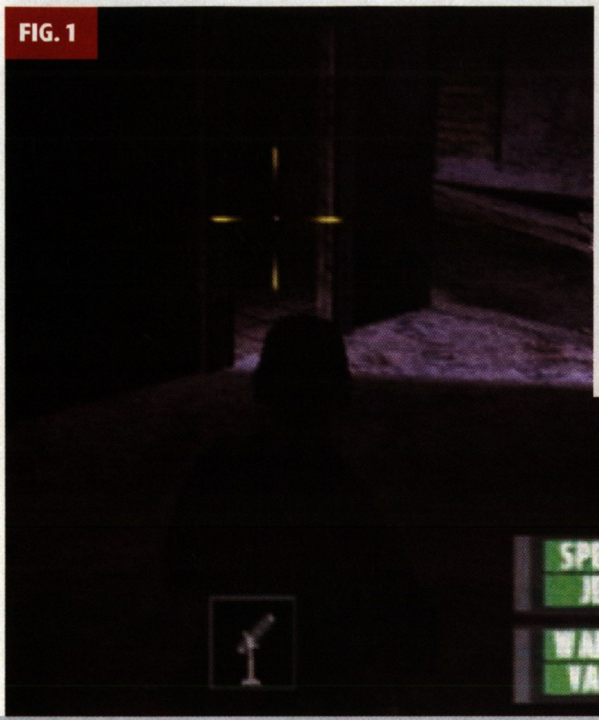
MISSION 10: LOCKDOWN
OVERALL 81.25%

MISSION 11: GUIDED TOUR
OVERALL 91%

MISSION 12: DOOMSDAY DELIVERY
OVERALL 87.5%

BETTER THAN THAT? ▦

FIG. 1



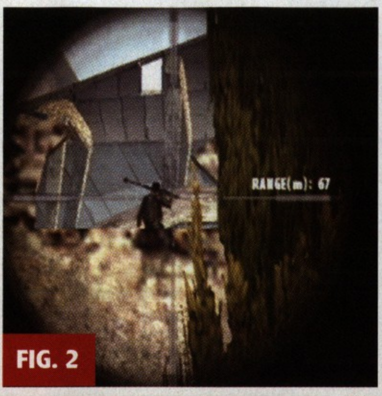


FIG. 2

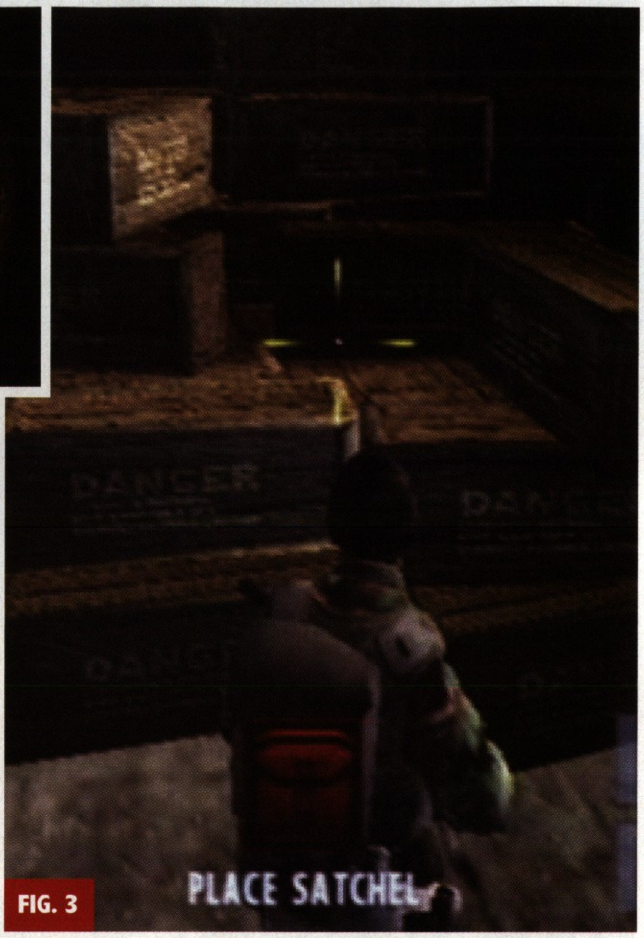


FIG. 3

MISSION 1:
SEEDING CHAOS

MISSION OBJECTIVES ☐ **Meet Mallard** ☐ *Remain Unseen* ☐ **Infiltrate Village** ☐ *Move to Delta* ☐ *Recon Patrol1* ☐ *Move to Echo* ☐ *Recon Patrol 2* ☐ *Move to Foxtrot* ☐ *Recon Patrol 3* ☐ **Place Satchels** ☐ *Satchel at Romeo* ☐ *Satchel at Juliet* ☐ **Move to Extraction** ☐ *Capture Foreman* **BONUS OBJECTIVES** ☐ **Rugova's Name Overheard** ☐ **Overheard Delivery Time**

This first mission, as you'd expect, is pretty straightforward. From the start, move immediately to the Whiskey position. As you get near it, drop to Prone position and crawl the rest of the way (the rest of your team will follow your lead without having to be ordered to). When the two guards have finished their conversation (see grey box, right), order your squad to 'Fire At Will', making sure that they've got their backs to you before they open fire.

Continue on and you'll spot another guard in front of you, between the two pillars. Kill him yourself with sniper sights, then head up the path he was on. There are two more guards in front of the derelict church, so come up behind them before offing them, then nip into the church to meet with 'Mallard' **(Fig. 1)** – MEET MALLARD.

Your informant will give you the location of three safe pink spots (check your map), so head to the first one, kill the guard near the second one with your sniper rifle, then head there. You'll find a SR-25 SD weapon, and if you look across to the bridge, two more guards to use it on.

HEAD UNDER THE BRIDGE

Take the path under the bridge and instruct your squad to 'Get Down'. Ignore the green line on the map and, instead, move slowly on the path around the right side of the river. There are two guards on the next bridge and a sniper on the cliffs above them, so if you want to earn the REMAIN UNSEEN objective, you'll need to be sneaky. Head under the bridge and work your way slowly up the other side. Find the tunnel at the top here and, when you take the first exit on the left, you should spot the two guards on the road above you – don't worry about the sniper, because if he hasn't spotted you, then he's not a threat.

BONUS OBJECTIVE: RUGOVA'S NAME OVERHEARD

Head to the Whiskey position at the start of the mission and get into the Prone position. If you wait here now, two guards come up and begin a conversation. Wait until you hear Rugova's name, then kill them both.

BONUS OBJECTIVE: OVERHEARD DELIVERY TIME

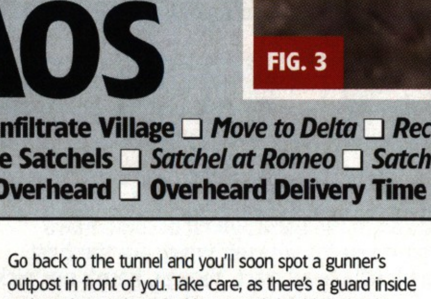
Right at the end of the mission you'll be on your way to capturing Foreman. When you enter the building he's housed up in, pause near the top of the stairs to hear a conversation between Foreman and his guards. As soon as it's over, pile in to capture him.

Go back to the tunnel and you'll soon spot a gunner's outpost in front of you. Take care, as there's a guard inside and another to the right. Your squad should deal with one, so head into the outpost to kill the one in there. Pick up the Sniper Rifle in the corner, then come back out. Depending on how you've done so far, there's likely to be at least one guard on the path below you. Kill them as quickly as possible, then look up (with your sniper sights) to the roof of the building in front of you. On the top you'll see one or two guards that are easy to take out with a headshot **(Fig. 2)**. Drop down and then run towards the staircase on the side of the building in front of you to complete the next objective – INFILTRATE VILLAGE.

THE DOORWAY TO THE RIGHT

Enter the building, go up the stairs and kill the guard at the top (earns you MOVE TO DELTA). There are two doorways in front of you now, so head through the one on the right and, if you look down onto the path in front of you with the sniper sights, you'll spot a lone guard. Pick him off (RECON PATROL 1); go back into the building, and up the next staircase to the roof. There may be another guard up here, so take it slowly and pick him off as soon as he's in your sights (MOVE TO ECHO). Head for the southwest corner of the roof for the next checkpoint (FOXTROT) and if you look towards the tallest building, you should spot another guard to kill (RECON PATROL 3). Head down the stairs through the other doorway and head outside.

FIG. 4



There's a garage in front of you with two guards by it (RECON PATROL 2), and they're both easy to kill. If you stick by the railings and take your time, then you should be able to knock them both out before they spot you **(Fig. 3)**.

Ignore the garage for now and head towards the barn. If you go around the right side of it, you'll spot the three guards (two on the ground floor, one on the upper level) before they know what him 'em. Go inside and, when prompted, place your satchel in the spot when the icon appears **(Fig. 4)** (PLACE SATCHEL AT JULIET).

HEAD BACK TO THE GARAGE

Head back to the garage, order your squad to place the other one in the garage for the next objective (PLACE SATCHEL AT ROMEO). When they're both placed you'll earn the next primary objective – PLACE SATCHELS.

Sneak into the building next to the garage and go up the stairs, but stop near the top. You'll hear a conversation that rewards you with another bonus objective. Then order your team into the room containing the guards and Foreman. If you get them to throw a Flashbang in first, that should allow you plenty of time to pick them off. Then Foreman should surrender without a struggle (CAPTURE FOREMAN). Restrain him, then, when he's on the ground, press 'Follow' and he'll go with you to the extraction point (for the last primary objective: MOVE TO EXTRACTION) – which is behind the building you're in (checkpoint Zulu). ■

FIG. 5

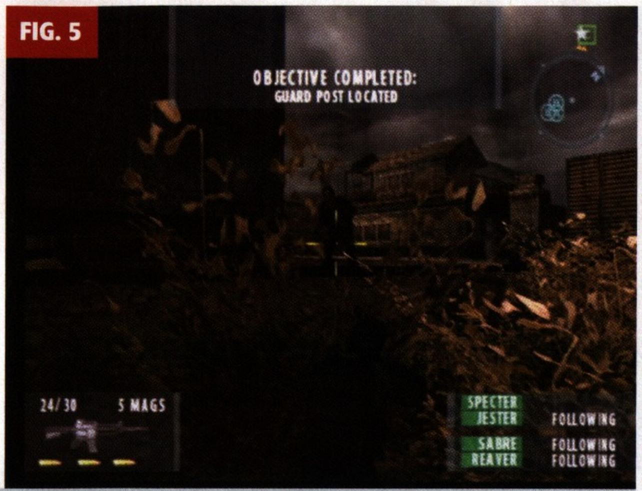


FIG. 6

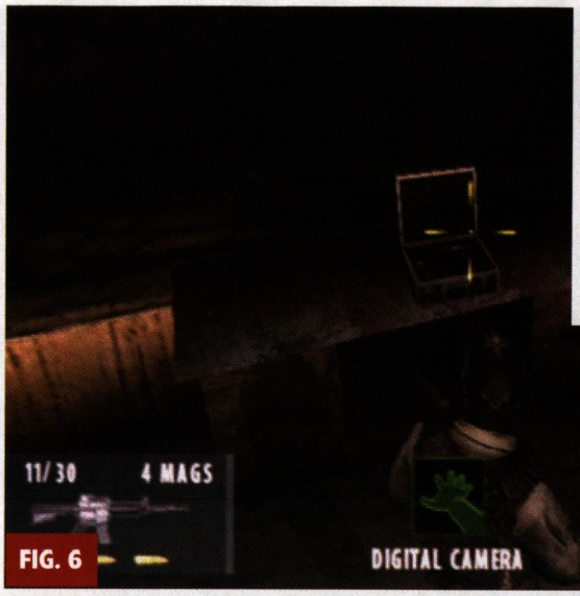
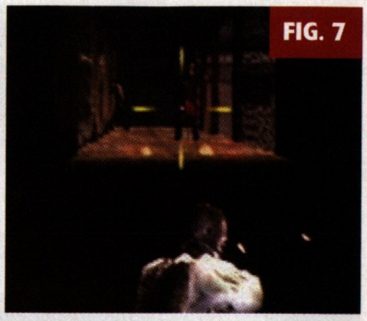


FIG. 7



MISSION 2:
TERMINAL TRANSACTION

MISSION OBJECTIVES ☐ **Locate Guard Post** ☐ ***Secure Guard Post*** ☐ **Infiltrate Complex** ☐ **Secure Factory Complex** ☐ **Gather Intel** ☐ ***Find Digital Camera*** ☐ ***Find Contact List*** ☐ ***Find Training Film*** ☐ **Move to Extraction** ☐ **BONUS OBJECTIVES** ☐ **Weapons Secured** ☐ **Rugova Captured**

You begin the mission wedged between two long rows of train carriages, so head down the one on the left and, when you get near to the end, slow down as there are two guards just around the corner. Wait until they finish their conversation and kill them both. In front of you you'll see the guard post (LOCATE GUARD POST) (Fig. 5). Off the guard with the Sniper Rifle. Now all you need to do is walk up to it to secure it (SECURE GUARD POST).

Head west into the next large area and immediately turn to the right to head down between the train and the wall. At the end of the train, move forward and look across to the left – there's a guard standing in the long grass. Kill him silently with a sneaky headshot and then move your team to the next checkpoint (Delta). There are a couple more guards in this part of the level (they're on the far left side), but you can ignore them if you wish and just head into the tunnel – it all depends on whether you're trying for a perfect score, or just aiming to finish the mission unharmed. Drop into the pipe and walk through until you reach the end (INFILTRATE FACTORY COMPLEX).

UP AND OUT OF THE TUNNEL

When you come up and out of the tunnel, look over to the building in front of you and you should spot two guards patrolling its walkways. Kill them both before they spot you (use the long grass for cover) and head up and around the right side of the building. At the first corner you'll see a line of barrels. Duck down here, as there's a guard around the corner and in the distance. Take him out and continue around to the right, until you reach the next row of barrels. Just around the wall from these is another guard. Kill him, continue round the corner. Use the girder for a breather.

There's a guard around the corner from where you are (next to the truck) and two near the Zulu extraction point, so kill all three of them and head back to the girders then up the metal walkway to the top of the factory. You'll spot a guard to the left of you when you go in. Kill him and walk around the metal walkway 'til you get to the far side.

Rugova is in the room in the corner, but he has three bodyguards protecting him. Killing them all is easy, though (whether you stealth it or barge in with all guns blazing), so get rid of them and then force Rugova to surrender. Finally, pick up the Digital Camera on the table (FIND DIGITAL CAMERA) **(Fig. 6)** for a secondary objective. Now go back onto the walkway, turn right at the end and, at the far corner, look down to the crates. You'll spot a guard skulking here, so kill him, then slide down the ladder.

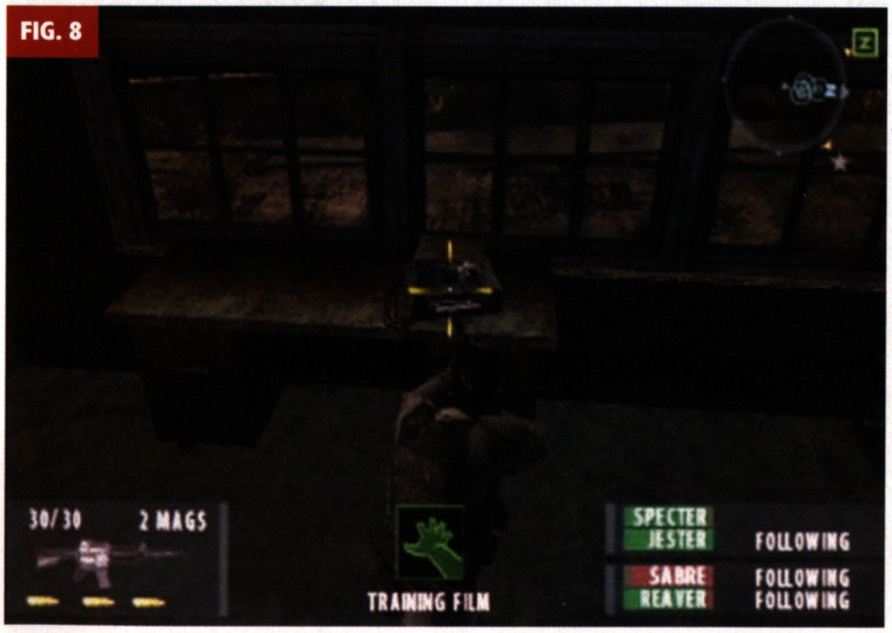
CLEAR THE NEXT SET OF ROOMS

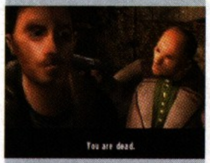
There are a series of rooms on the left-hand wall and you'll need to clear these for the next objective, so go into the first one, kill the guard and pick up the two M63A weapons here. Another guard comes in after you, so finish him off, then work your way along the wall until you get to the end. A cut-scene appears, showing you that the two factory buildings are linked by a walkway, but before you head up there, walk forward to find (and hopefully kill) the last guard in this area. Go back, climb up onto the ramp and head up the slope to the walkway to the next building. Kill the two guards you find on it and **(Fig. 7)** then, at the other end, head around to the right.

You'll find two more rooms here. The one on the right has two well-armed guards in it, while the other has a single guard, plus another object, a Training Film (FIND TRAINING FILM) **(Fig. 8)**. Go down the stairs and you'll find three more guards in this area. Kill them all and you'll earn yourself the SECURE FACTORY COMPLEX objective. Head towards the door out of the factory and, just before you do, go into the room on the left for the final 'Intel' object, the Contact List – this gives you the FIND CONTACT LIST secondary objective and also the GATHER INTEL primary objective.

Finally, all you need to do is head to the Zulu checkpoint for extraction (for the final objective: MOVE TO EXTRACTION). Go to the middle of the gates and use the C4 explosives when the icon appears. ■

FIG. 8





BONUS OBJECTIVE: WEAPONS SECURED

When you get to the end of the tunnel near the start of the mission, you'll see a cut-scene showing Rugova and a guard. If you managed to complete the OVERHEARD DELIVERY TIME bonus objective in the last mission, you'll also be given this one here.

BONUS OBJECTIVE: RUGOVA APTURED

You'll find Rugova in the room in the top corner of the warehouse, but forcing him to surrender isn't easy. First, clear the area of his three bodyguards (it's best to try and do this from a safe distance), then pile in en mass to force him to surrender – he may need a warning shot in the leg to be persuaded.

FIG. 9

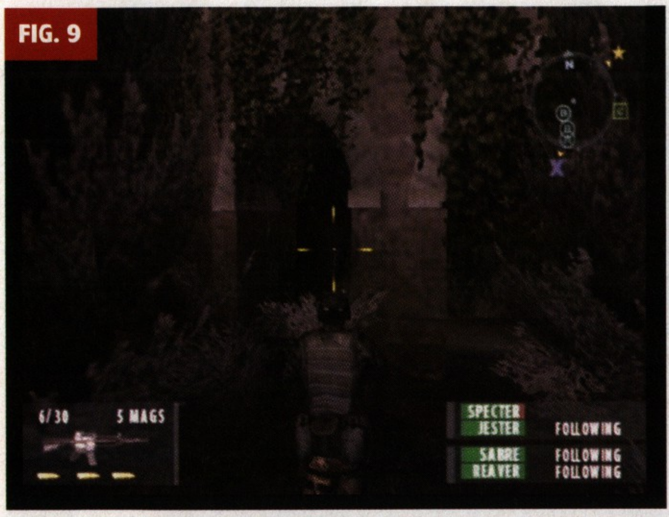


FIG. 10

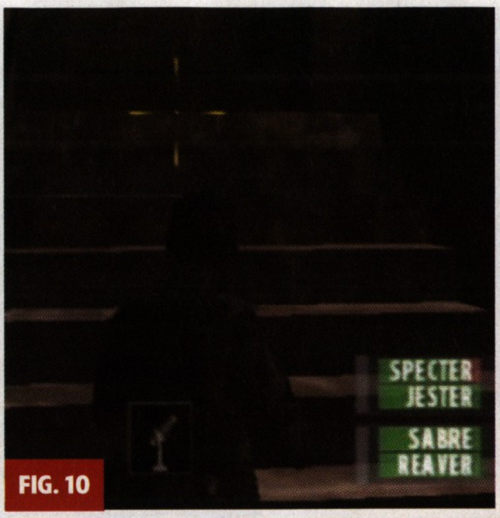


FIG. 11

You imbecile.

MISSION 3:
UPLAND ASSAULT

MISSION OBJECTIVES ☐ **Neutralize Castrioti Sesseri** ☐ ***Capture Castrioti Sesseri*** ☐ **Neutralize Aide-De-Camp** ☐ ***Capture Aide-De-Camp*** ☐ **Neutralize Pius Platz** ☐ ***Capture Pius Platz*** ☐ **Move to Extraction** **BONUS OBJECTIVES** ☐ **All Intel Located** ☐ **All Leaders Captured**

As you'd expect, the last place you want to walk along is the path. Instead, head up and to the left. There are three guards on the road to the castle, spread fairly evenly, so knock them out silently before you get to the gates.

You should approach the castle from the left side, and high up near the wall. If you do, then you'll spot a low wall section about 20 metres back from the main gate. Jump up here and silently kill the guard that's lurking nearby. You'll soon spot the Aide-De-Camp (place your target over him and his name should flash up). Leave him alone and let your squad deal with him, as they'll neutralize him without harming him – earning you both the first primary objective *and* the secondary one as well (NEUTRALIZE AIDE-DE-CAMP and CAPTURE AIDE-DE-CAMP).

TO THE LEFT HAND SIDE OF THE CASTLE

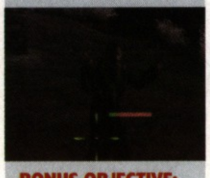
Facing the front of the castle, go to the left side and you'll spot a series of archways hidden by vines **(Fig. 9)**. Go through here and off to the left. If the guards are alerted to your presence, two will burst through the door at the end. If not, they'll be lurking in the wine cellars past the door.

Take the stairs up from the wine cellar, and, at the top, order your team to 'Bang and Clear' **(Fig. 10)**. This should get rid of not only the guard in the room at the top of the stairs, but also the one in the room beyond. There's another guard in the room past the kitchen (he's off to the right) and, after killing him and collecting the bonus item, head down to the right and to the library.

FIG. 12

Castrioti Sesseri

Those are American Navy SEALs! Stop them!

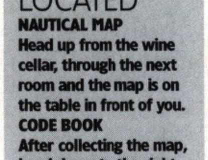


BONUS OBJECTIVE: ALL INTEL LOCATED

NAUTICAL MAP
Head up from the wine cellar, through the next room and the map is on the table in front of you.

CODE BOOK
After collecting the map, head down to the right to the library. Look on top of the crate on the right and the book's to be found here.

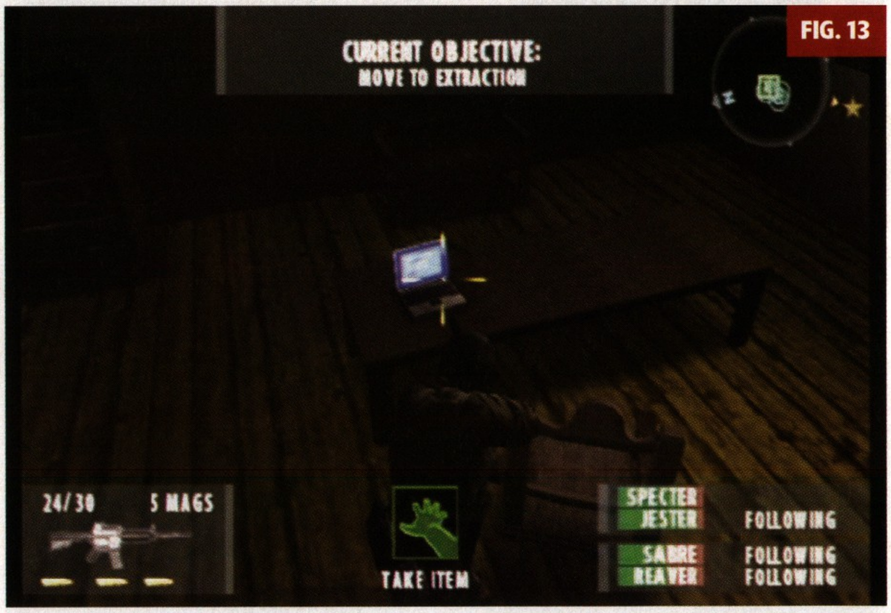
LAPTOP
Do a 'Bang and clear' on the small building next to the garage (as there's a guard tucked away in here) and you'll find the laptop on the table.



BONUS OBJECTIVE: ALL LEADERS CAPTURED

If you manage to capture all three leaders you'll be rewarded with this bonus.

FIG. 13



Collect the next bonus item here, then leave the library and go off to the right and up the stairs. If you've been fairly stealthy so far, then you should find yourself up against the minimum amount of resistance... until you reach the top. Two guards will ambush you here: one from the door in the far left corner and the other from the corridor around to the left. Kill them both (obviously) and head through the doorway the first guard came from.

UP THE STAIRS... QUICKLY

A cut-scene will immediately start, showing the two remaining gang lords arguing **(Fig. 11)**, before going their separate ways. You've got to be quick now, so leg it up the stairs and around to the right. Kill the two bodyguards as soon as they appear in the doorway and head out to bump into Platz on the level below you. Drop down near him and fire off a warning shot if he doesn't want to resist. This should be enough to make him surrender (NEUTRALIZE PIUS PLATZ/CAPTURE PIUS PLATZ).

Go back around and enter the door on the left of those stairs for Sesseri's room to capture him (earning yourself (NEUTRALIZE CASTRIOTI SESSERI/CAPTURE CASTRIOTI SESSERI) **(Fig. 12)**. He will either surrender as soon as you come through the door or, if you fire off a round into his leg (like Platz), he should submit. After you've finished with him, examine the crates near the door for the third bonus item, the Parts List. Leave the room.

Head back to where Platz was and walk along the planks. Follow the path around and, in front of you you'll spot a truck next to a garage and a small building to the right of it; head for this for the bonus objective **(Fig. 13)**.

Finally, and without hardly any resistance, head to the Zulu checkpoint for extraction (MOVE TO EXTRACTION). ■

FIG. 14

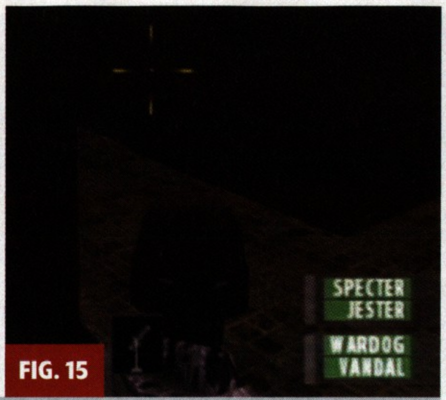
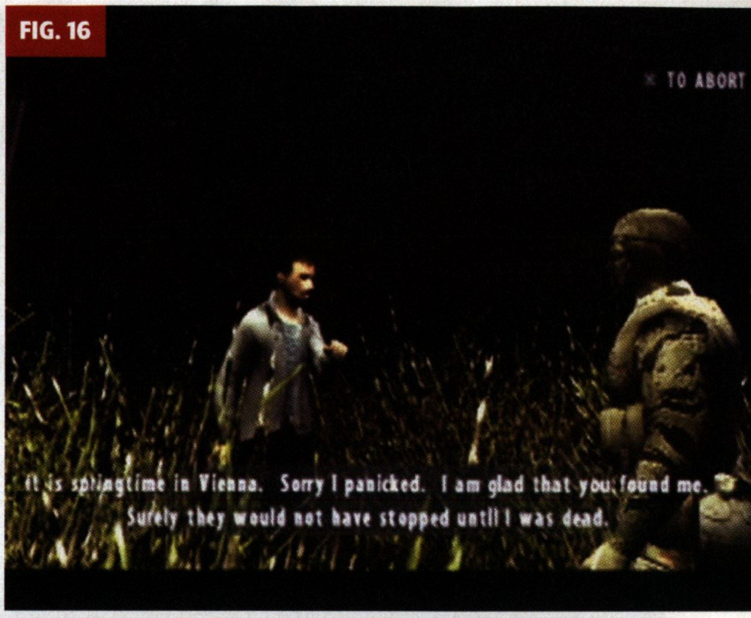


FIG. 15

FIG. 16



It is springtime in Vienna. Sorry I panicked. I am glad that you found me. Surely they would not have stopped until I was dead.

MISSION 4: URBAN SWEEP

MISSION OBJECTIVES ☐ Clear Insertion Area ☐ Rendezvous with Ragbag ☐ Collect Information ☐ Locate Leader ☐ Eavesdrop on Meeting ☐ Locate Hideout ☐ Restrain Leader ☐ Keep Vandal Alive ☐ Extract Leader **BONUS OBJECTIVES** ☐ Lab Map Acquired

From the top, walk down the ladder in the corner of the roof and kill the guard immediately in front of you. Head around the corner and, at the end of the road, you'll find another guard waiting for you. Turn to the left and then, at the next junction, hang a right. You'll spot another guard talking to the butcher outside of his shop, so kill him in the usual manner. You're heading for the top right-hand corner of the level, so continue on that path – you'll come across two more guards on the way, but neither of them should cause you any serious problems. For your troubles so far, you're rewarded with the CLEAR INSERTION AREA primary objective (Fig. 14).

Open the gates at the location shown in the map and head upstairs to meet your informer. Except someone got to him first, so you need to rescue him from the house across the road. Go back down and up the stairs in front. Take out the guard at the top of them with a well-aimed head shot and, after pointing your crosshairs at the door to where Ragbag is being held, order your team to 'Bang and clear' **(Fig. 15)**. Ragbag will panic and leg it out (not before earning you the next objective, RENDEZVOUS WITH RAGBAG). But you want your information, so follow him.

ALONG THE TOP ROAD

His path takes him along the top road and down. Stick behind him. As he nears the parked truck, two snipers appear at windows in the house at the far end. Keep firing at them. You might not kill them both, but you'll stop them from targeting on you or Ragbag. Follow Ragbag into the garden and he'll pour his heart out for you (COLLECT INFORMATION and KEEP VANDAL ALIVE) **(Fig. 16)**.

Gather your team together and go right outside of the garden. Take the path through the open gates on the far right and kill the guard that appears at the end of the tunnel. At the end, duck down behind the large crates and pick off the guards in the distance – their numbers vary, but it's usually around four. Head down with your squad and take the first path on the right. Jump up the crates at the end and into the room with the TV. There are two more guards up the stairs. Throw up a Grenade or storm it quickly. Head out onto the ledge and another guard will come up the ladder. Kill her and go down both ladders.

Leave this garden and work your way around to the right. You'll find three more guards on the road around the corner and two more up on balconies at the end. If you're wise, you'll let your squad do the dirty work, so send them in to clear the area while you sit back and take a breather.

INTO THE UNDERGROWTH

When all the enemies are dead, lead your team up the road then off into the undergrowth at the top left. Head around to the left and, when you go around the next left, look up to the balcony in front of you for a guard. Pick her off with a sniper shot, kill the next one along to the right. Enter the building just to the left of this second guard, head up the stairs in the corner to earn yourself two primary objectives (EAVESDROP ON MEETING and LOCATE LEADER) **(Fig. 17)**. Things are about to get a little tricky here, so stay sharp and watch your back. From your current location, head out through the door, over the walkway and through the next door. Take your team down the stairs (a couple may go a different route) and then you're out in the slums. Sneak around to the right and keep to this side to avoid a gunner in a shack on the left. Walk slowly and carefully through the water and, on the other side, you'll find the enemy's hideout right in front of you (LOCATE HIDEOUT).

FIG. 18

UPSTAIRS TO THE MANNING GUN

Run up the stairs and if there's a guard manning the gun here, take them out asap. There are another two guards in the next room (one of which will hide behind a table), so send the boys in to clear the room and head out into the corridor. The leader you need to restrain will either be in the first or the second room on the left. Order your squad to do a 'Bang and clear' when you find them. You can get rid of her bodyguards before she'll surrender. Restrain her and get her to follow you (RESTRAIN LEADER) **(Fig. 18)**.

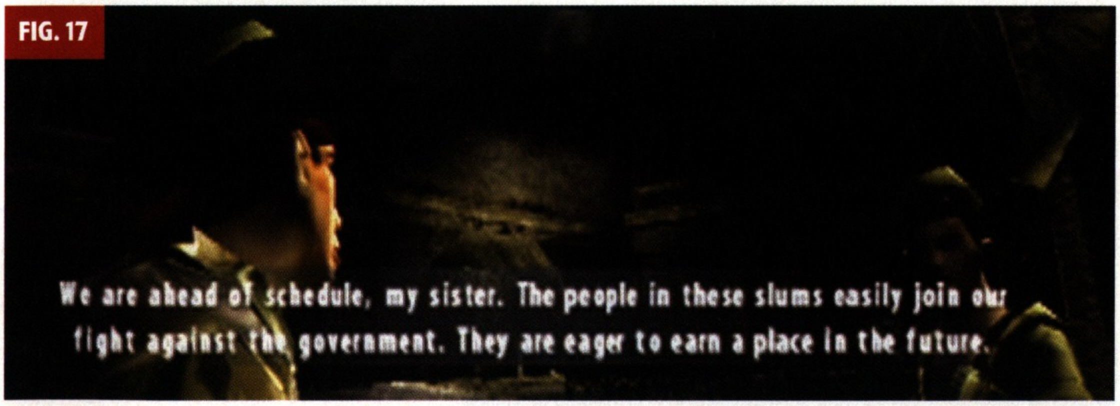
You'll need to be especially careful now, as the guards will be swarming to prevent you extracting their leader. Man the gun at the top of the stairs and you should be able to take out a few of them before they reach you – also, look out for a sniper in the building opposite. Move the gun around the main building across from you until you get a red sight.

When the coast is clear, head down the stairs and go off to the right. To the right of the small bridge is a shack with another gun. Man this one and wait for a few moments before more guards appear. Finally, head up and out of this area towards the Zulu checkpoint. You'll come across a few more guards along the way, and another two at the checkpoint, but you should know how to deal with them by now. This final act rewards you with the EXTRACT LEADER objective. ■

BONUS OBJECTIVE:
LAB MAP ACQUIRED

When you first enter the enemy hideout, go over to the table in the far left corner of the room to find the Lab Map. Now go back to the entrance and head up the stairs to continue with the mission.

FIG. 17



We are ahead of schedule, my sister. The people in these slums easily join our fight against the government. They are eager to earn a place in the future.

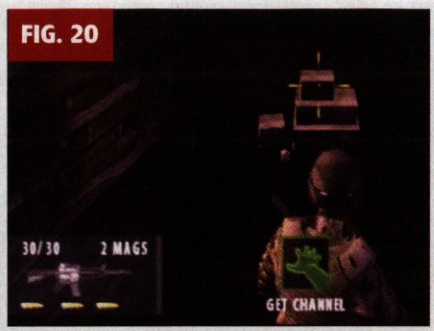


FIG. 20

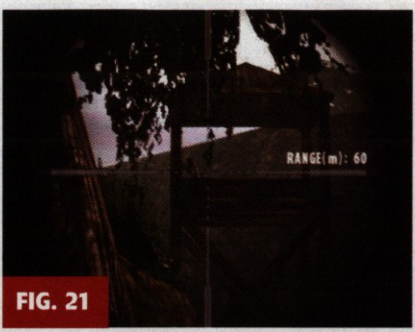


FIG. 21

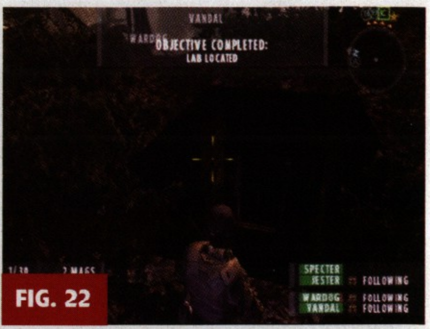


FIG. 22

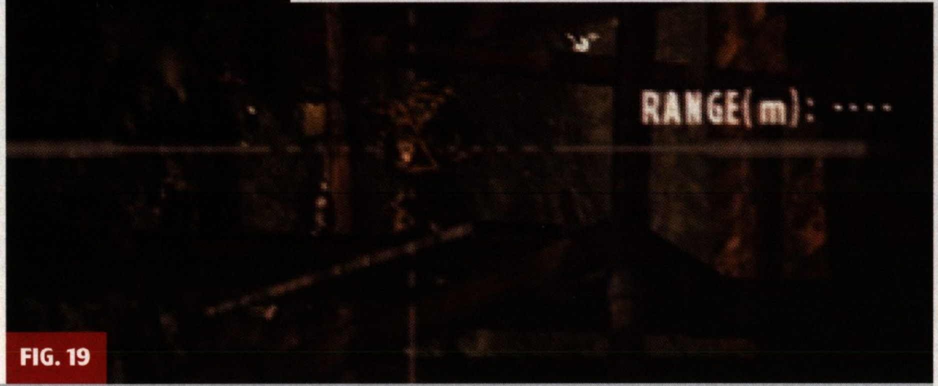


FIG. 19

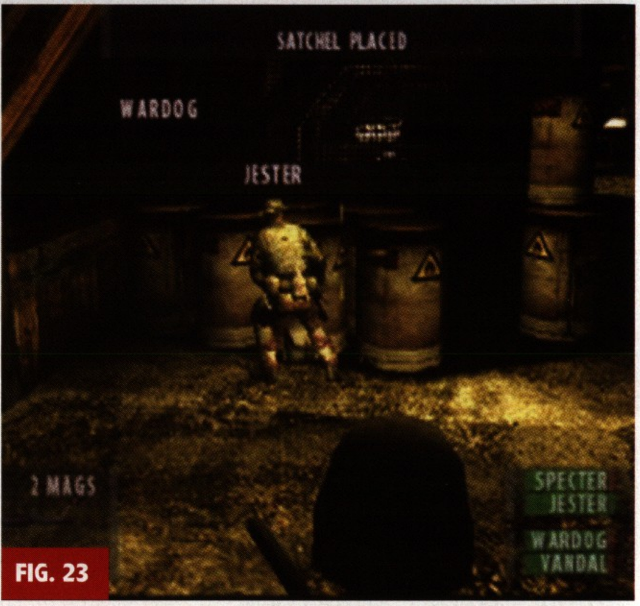


FIG. 23

MISSION 5:
STRANGLEHOLD

MISSION OBJECTIVES ☐ Intercept Radio Frequency ☐ Locate Lab ☐ Demo Drug Lab ☐ Stop RAFB from Escaping ☐ Demo Plane ☐ Call in Helo for Support ☐ Extract via Canyon **BONUS OBJECTIVES** Bomb Schematic Acquired

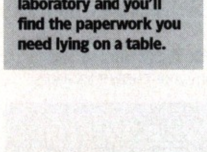
This is another mission that, if you're not careful and thorough, can end up being a complete nightmare. When the mission starts, head off to the right, out of the water and creep carefully through the long grass. Stop when you see the hut in front of you. It's crawling with guards. There's one manning the gun just to the left (Fig. 19), one in the water on the far left and two more talking on the right. Stealth tactics are good. If you alert the enemy to your presence, they'll radio in for air support – and then you're in trouble. When the area's clear, enter the hut and examine the radio for the first primary objective (INTERCEPT RADIO FREQUENCY) (Fig. 20).

Now you need to find the entrance to the lab, which is tiny. There are many ways around to it, but the one we give you here is guaranteed to be the most trouble-free. Follow the cliff on the right around the outside of the level, past the large rock with an enemy outpost high up on your left and then, just as you're about to exit the mission area, head across to the left. There's a steep slope up and out of the water here, so order your team up this and continue following the cliff face around to the right.

After a short while you'll stumble across the frame of a metal barn filled with crates. You'll encounter two guards here, but if you're sneaky, you should be able to kill them without too much trouble. Head through the barn and around to the left and you'll spot a guard post in front of you **(Fig. 21)**. It's important that the guard manning this doesn't spot you, as he'll happily lob Grenades at you.

A SHACK AROUND THE CORNER

There's another shack around the corner to the right of here, and you'll encounter anything from two to four guards manning it. Again, clear the area and follow the path up and around to the right. The lab entrance is up here, so look over on the far right of this area and you should spot it (LOCATE LAB) **(Fig. 22)**.



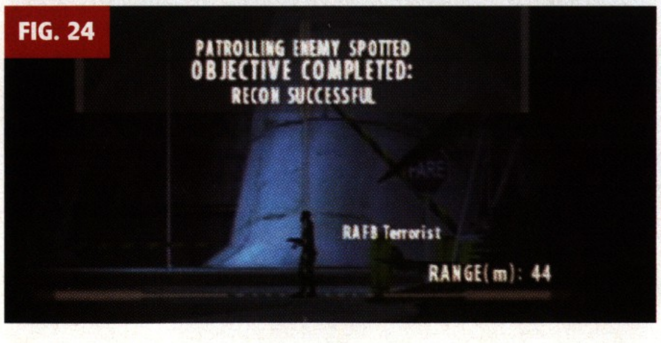
BONUS OBJECTIVE:
BOMB SCHEMATIC ACQUIRED

Head to the southeast corner of the drugs laboratory and you'll find the paperwork you need lying on a table.

Gather your team up close and drop down in. You can switch off the lights here, but we recommend that you don't. Two guards will eventually head down your way, so kill them both, then, after ordering your team to clear the area, mop up the remaining three guards before they have a chance to escape (there are two just around the corner to the left and another one on the far right side of the lab). If they alert the plane to your presence, then you'll only have two minutes to destroy it. When all the guards have been eliminated, then you'll earn yourself the next primary objective (STOP RAFB FROM ESCAPING).

With the lab empty, you've got time to explore, so head around to the right and you'll find an RPG-7 Rocket Launcher leaning against the wall in the corner. When the cut-scene shows you the location you need to place the satchel, order one of your team to do the dirty work for you. Head over to the northeast corner of the lab to find a switch. Flick this and the lab's exit is revealed right in front of you. When all your team are safely out of the lab, the bomb in the satchel will detonate, giving you the next primary objective (DEMO DRUG LAB) **(Fig. 23)**.

FIG. 24



HEAD UP TOWARDS THE HUT

Next, head up and towards the hut in front of you. Keep an eye out for two guards – one in front of the hut and another one inside manning the gun. When you've cleared the area, continue around to the left and down. A cut-scene will give you your options for destroying the plane, but if you collected the Rocket Launcher from the lab, then you won't need to worry about the rest of them.

Continue down to the hanger, mopping up guards along your way (there are three about halfway along the path, another couple hiding in the grass in front of the hanger and a final one over in the long grass to the right). Head down to ground level and carefully work your way around to the right. When the coast is clear, arm the rocket launcher and take out the plane (DEMO PLANE) **(Fig. 24)**. Then, quickly, order your team to run down the right side of the hanger and around the back of it. You'll be fired upon by a couple more guards in the hanger itself, so stop to finish them off, then continue around the side of the cliff and take the path off and down to the right.

You're nearly at the end now, so move carefully down this valley towards the bridge. When you spot the bridge itself, look up and you'll see three guards patrolling it. Kill them all using the Sniper Rifle, then order your team to the Whiskey checkpoint under the bridge. When you're all safe and sound, order them to deploy the Red Smoke to alert the helicopter and sit tight – doing this will give you the final two objectives for this mission: CALL IN HELO FOR SUPPORT and EXTRACT VIA CANYON. ■

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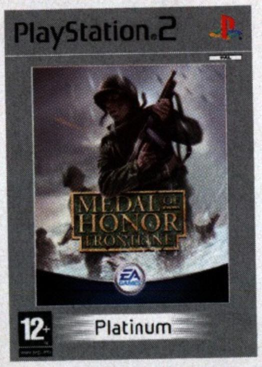
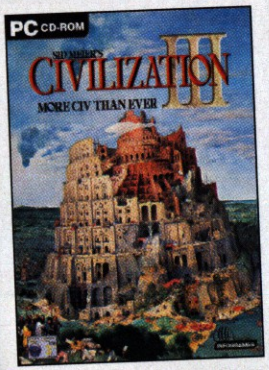


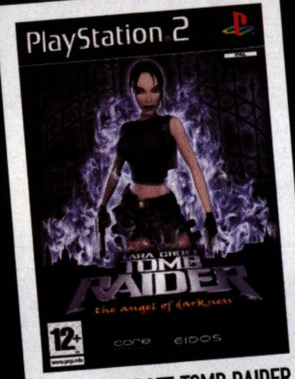
PS2 MEDAL OF HONOR FRONTLINE

THE LORD OF THE RINGS™ THE TWO TOWERS™
PS2



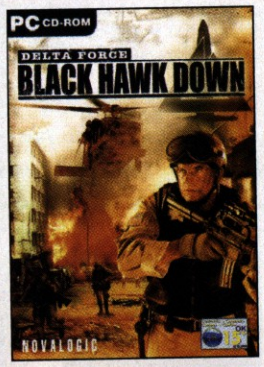
PC CIVILISATION III

XBOX TOM CLANCY'S SPLINTER CELL



LARA CROFT: TOMB RAIDER
PS2 THE ANGEL OF DARKNESS

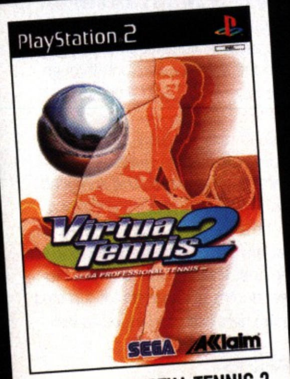
PS2 TEKKEN 4 PLATINUM



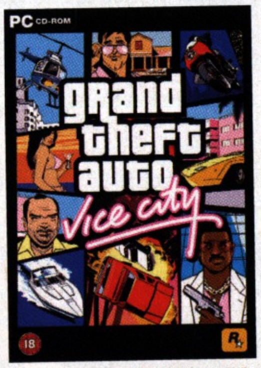
PC DELTA FORCE BLACK HAWK DOWN

XBOX HITMAN 2 CLASSICS

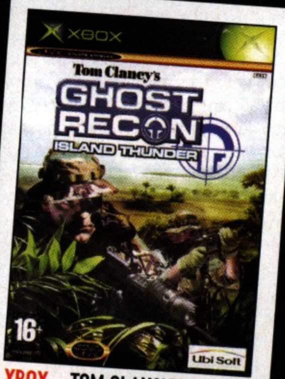
PS2 SOUL CAIBUR



PS2 VIRTUA TENNIS 2



PC GRAND THEFT AUTO: VICE CITY



XBOX TOM CLANCY'S GHOST RECON ISLAND THUNDER

whatever turns you on!

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FIG. 25

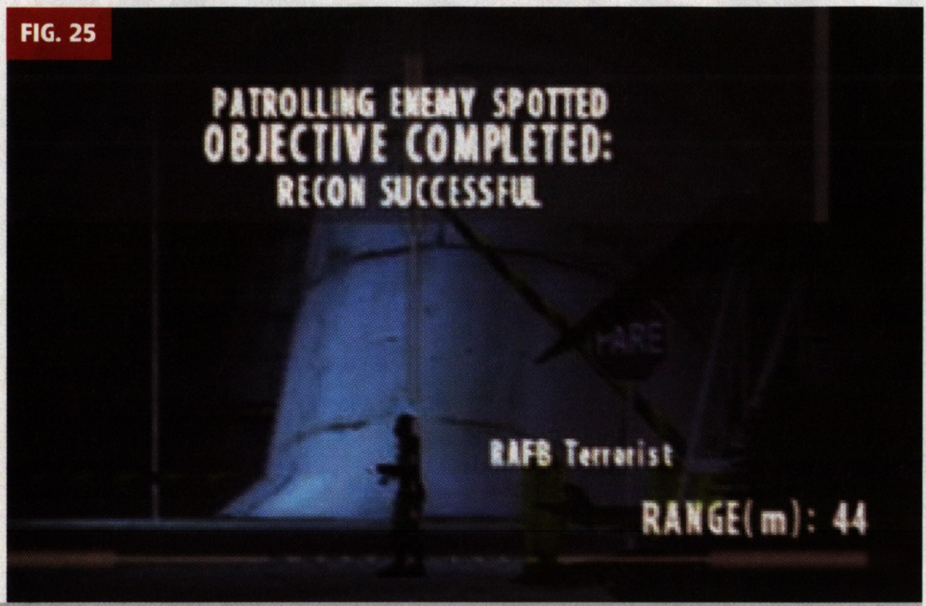
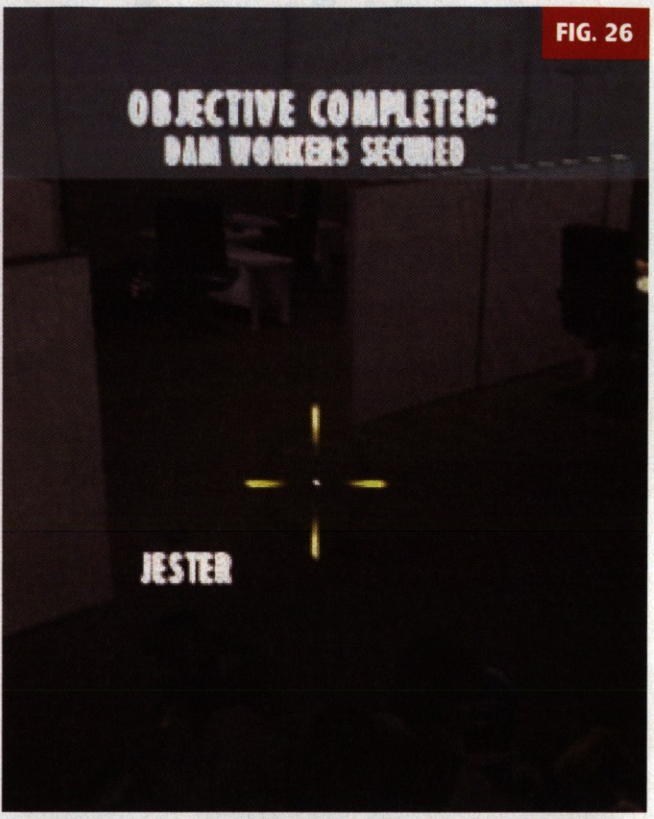

PATROLLING ENEMY SPOTTED
OBJECTIVE COMPLETED:
RECON SUCCESSFUL

FIG. 26


OBJECTIVE COMPLETED:
DAM WORKERS SECURED

MISSION 6:
HYDROELECTRIC

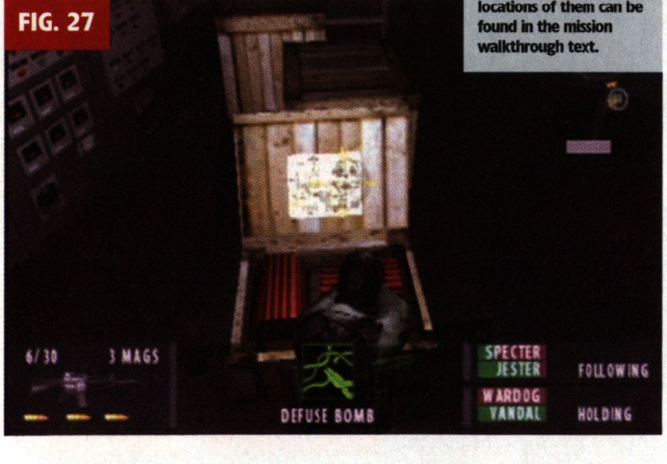
MISSION OBJECTIVES ☐ **Insert Into Area** ☐ **Recon Enemy Patrol** ☐ **Infiltrate Dam** ☐ **Secure Dam** ☐ *Secure Dam Workers* ☐ *Secure Dam Technicians* ☐ **Disarm All Bombs** ☐ *Disarm Bomb1* ☐ *Disarm Bomb 2* ☐ *Disarm Bomb 3* ☐ **Neutralize Terrorist Leader** ☐ **Neutralize Trigger Man** **BONUS OBJECTIVES** ☐ **Stealthy Insertion**

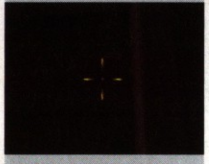
You'll need to be silent and invisible if you want to nab the bonus objective in the first part of this mission, so keep close to the ground and make sure you know the patterns of the guards inside-out.

Head towards the guard post at the entrance to the dam. There's a single guard patrolling, but you can use the long grass to the right to hide in while you arm your Sniper Rifle. Now, using binoculars, look across to the dam's main structure. You should spot two patrolling guards. This gives you a secondary objective (RECON ENEMY PATROL) **(Fig. 25)**. Wait until they're walking away, run down the right side of the dam, around the back of the fence and wait.

You'll get a message from headquarters telling you when to walk past the guards, so continue on slowly and, when you get closer to them, hide in the shadows until you're told to continue. There are two more guards up on the roof of the building you're about to enter, but if you keep out of the open areas, they won't spot you.

FIG. 27





BONUS OBJECTIVE: STEALTHY INSERTION

You need to get from the starting position to the main entrance of the dam (not the smaller external building) for this one. Avoiding the gaze of the guards is fairly easy, but you'll need to watch out for the security cameras, too. There are two on the route and the locations of them can be found in the mission walkthrough text.

If you're in the right spot you should be looking at a metal fence on your right, with a building beyond it. Look through the fence. There's a security camera on the wall. Shoot that out, then (watching out for those two guards on your left) head along and into the building. There's another camera in the next room (on the wall to the right), so shoot it when it's facing the other way and head up the stairs on the far right-hand corner (INSERT INTO AREA).

THE ROOM AT THE TOP OF THE STAIRS

Head into the room at the top of the stairs and then prepare your team, as there are three more guards in the next area. When you've cleared it, continue on until you're back outside. Head down the staircase here and through the door in the small building – you'll earn a primary objective for this: INFILTRATE DAM.

Follow the path around until you reach the narrow set of stairs. At the bottom here are two guards, so kill them in whatever manner you feel appropriate and head out into the main area of the dam. This place is crawling with guards, so pick off the ones on the walkway you're on then take out the two at the bottom and the other one on top of the turbine at the end. There's also a guard to be found in one of the glass booths at either end of this area (it's usually the one on the right), so pick him off as well.

FREE MORE DAM WORKERS

There's a room on the far right side of the walkway containing another guard and two dam workers, so head for here to free them (earning SECURE DAM WORKERS) **(Fig. 26)**. Now head down to the bottom level and over to the room on the far left (on the same side as the walkway you entered the room on) and you'll discover a single dam technician to liberate. That done, head over to the other side of the room to find a corridor with a glass door about halfway down it. Order your team to kill the two guards at the bottom of it, then dip into the room on your left. The final technician is in here, so release him (SECURE DAM TECHNICIANS and SECURE DAM) and continue to the end of the corridor for yet another room, only this time with something a little more interesting in it. In here you'll find the first of the three bombs you need to defuse. Stand over the bomb to deactivate it, making sure you stay still until the timer bar has completely gone (DISARM BOMB 1) **(Fig. 27)**. There's another bomb on this level, so run alongside the turbines until you spot it near the other side of the room. Deactivate this one (DISARM BOMB 2), then head down the corridor to the lower part of the level.

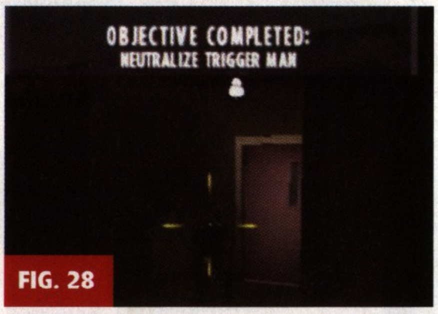

OBJECTIVE COMPLETED:
NEUTRALIZE TRIGGER MAN

FIG. 28

HEADING FOR THE THIRD BOMB

Head immediately around and to the right. There are three guards in this part of the room, but there are also plenty of objects to hide behind. When they're dead, head into the room in the far corner for the third bomb and the terrorist leader herself. The bomb timer has probably already started by now, so make sure you get to the bomb with at least 20 seconds to spare. When the final bomb has been deactivated (DISARM BOMB 3 and DISARM ALL BOMBS) and the leader killed (NEUTRALIZE TERRORIST LEADER), head out and continue along the room.

You'll find a few more guards, but they won't cause you too many problems. Look out for a doorway in the right-hand side, though, as the Trigger Man should be lurking in there. Kill him for the final objective (NEUTRALIZE TRIGGER MAN) **(Fig. 28)** and then head over to the left and down to finish the mission.■

FIG. 29

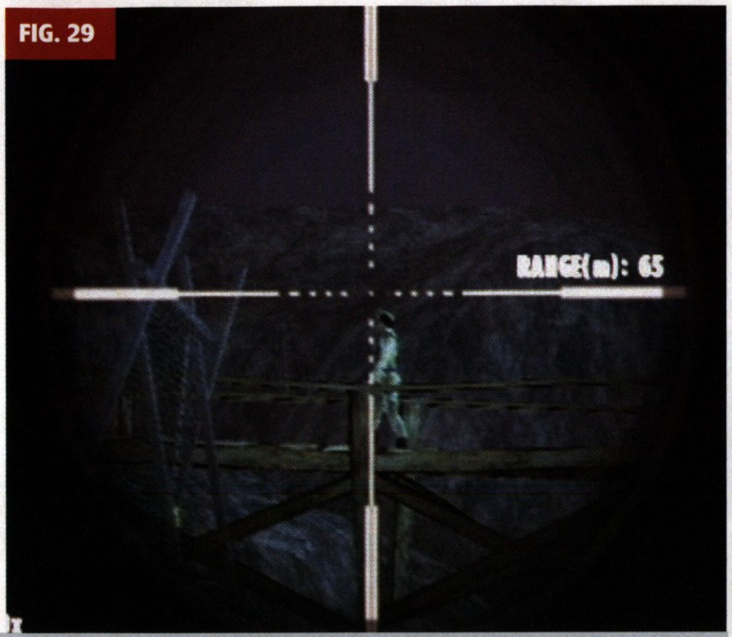
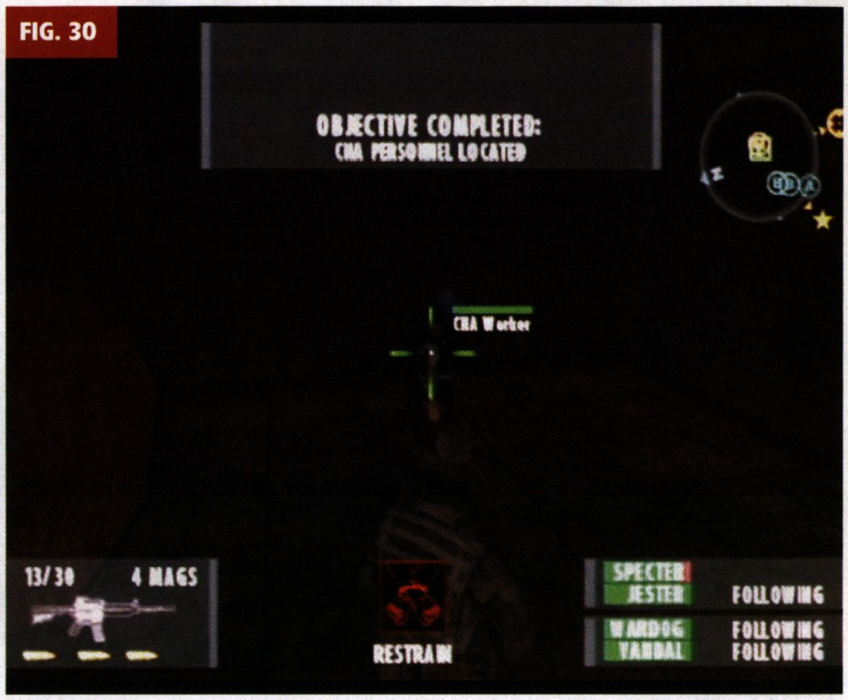


FIG. 30



MISSION 7: GUARDIAN ANGELS

MISSION OBJECTIVES ☐ Locate CHA Personnel ☐ Escort CHA Personnel ☐ *Clear Out Snipers* **BONUS OBJECTIVES** ☐ Destroy T-72

Another change of scenery, as now you're off to Algeria to help the government prevent a rebel takeover. The soldiers here are tougher and better trained, so you'd be wise to be extra careful. So, starting from the beach, crawl along until you reach the railings on your left, then sniper-shot the two guards on the other side of them. Now run around the corner, shoot the next guard that's walking along the pier (Fig. 29) and head over to the right and up – just check your map out if you're feeling a little lost.

You'll overhear a conversation between two guards, and if you're sneaky, you can shoot them through the window. When they're dead continue on (there's only one way you can go) to the next building, and, at the end, head up the staircase on the right. You'll spot another guard manning the gun here, so end his pointless life and head back down and out. You'll probably spot a guard or two to the right (the direction the tank came from, so kill them and head over to the spot marked with a star on the map to find the CHA personnel (LOCATE CHA PERSONNEL) **(Fig. 30)**. After you've restrained the worker, check your map for the location of the pick-up point, then head out.

FIG. 31

SPECTER
JESTER
FOLLOWING
WARDOG
ATTACKING
VANDAL
ENGAGING

BONUS OBJECTIVE: DESTROY T-72

You can't miss the tank, and if you don't spot it, I'm sure you'll hear it (it rumbles by you when you're looking for the CHA person). Find a secure spot on ground level and, after arming the AT-4, blow it up. There are a couple of guards walking alongside the tank, and the blast should kill them, too. We know it sounds obvious, but don't fire at the tank when it's about three feet away from you, eh?

You'll encounter three more guards between here and the first courtyard (again, check your map for the location), but don't rush into it, as there's a better way to deal with the three guards patrolling it. Just before the courtyard is a doorway on the right, so head in through here, up the stairs and kill the guard at the top. Look out through the windows and you should be able to deal with all the guards with only sniper shots **(Fig. 31)**. Now, finally head out into the courtyard and over to the alley on the far side.

LEFT AT THE ALLEY FORK

When you get to a fork in the alley, go down the left side and around the corner. There will be a guard just along here and then, when you leave the alley, there's another one in a window up high to the right. Kill them both and also the next one that shows up around the corner.

You're getting close to the most dangerous part of the mission now, so before you go too deep, it might be a good idea to order your escort to stay put – try to leave him in a relatively safe area. Continue around until you spot your first guard, then take him out and the other two to the right of him. There's a pathway in front of you (to the left side of the road), so aim for this one, taking care to watch out for the guard halfway along it.

ACROSS THE ROAD TO THE BUILDING

After the cut-scene informs you of your next objective, head over the road and into the building here. Arm and point the Laser Designator at the building containing the snipers and then, after the timer's finished, sit back and watch the cut-scene (CLEAR OUT SNIPERS), as the helicopter blows up the building you targeted.

There's a whole bunch of guards between you and the pick-up point, so order your team to go in to mop 'em up, while you go back to collect the CHA man. With him in tow, head towards the extraction point, hoping that your squad have managed to kill all the guards in the area. If they haven't, make sure that any remaining guards don't get a chance to shoot at your escort. Meet up with what remains of your squad and the mission ends here (earning you the final objective: ESCORT CHA PERSONNEL). ■

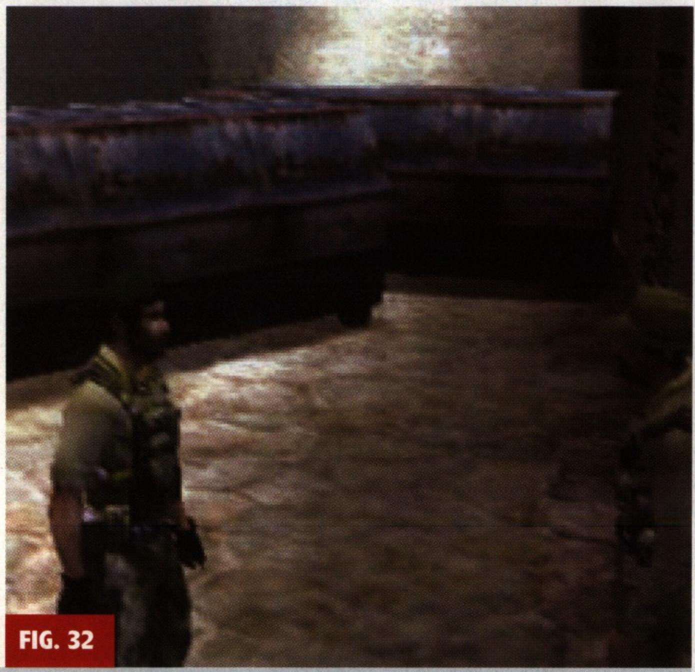


FIG. 32

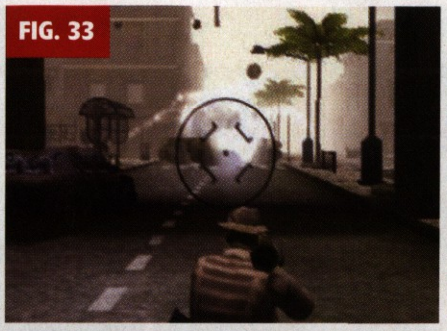


FIG. 33

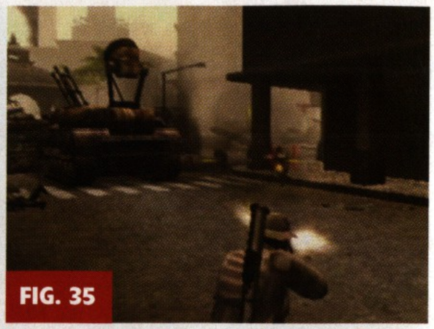


FIG. 35

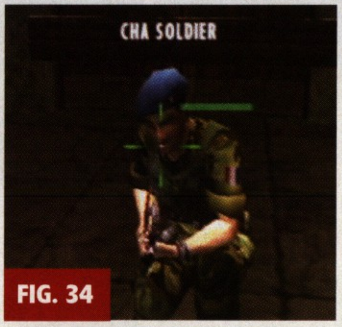


FIG. 34

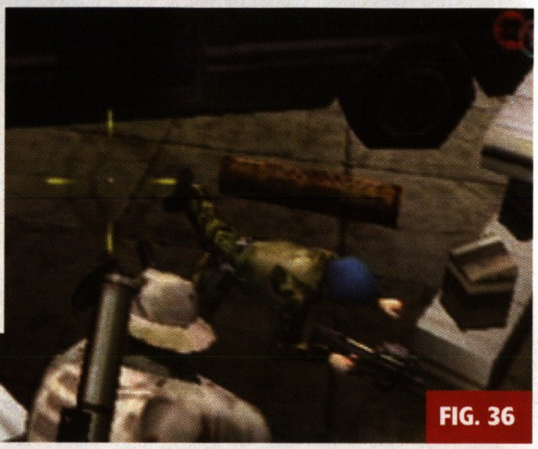


FIG. 36

MISSION 8: PROTECT AND SERVE

MISSION OBJECTIVES ☐ Rescue CHA Troops ☐ *Silently Secure Market* ☐ Destroy Enemy Tanks ☐ *Destroy AA Gun*
BONUS OBJECTIVES ☐ Snipers Neutralized

This mission is similar to the last one, in that you'll meet hostile guards in a maze of narrow alleyways and getting through to the end is much easier if you're not spotted. There are two paths to reach the market and we prefer the one on the right side, as it offers more cover. Take your team that way, looking out for two guards at the end of the path. After they've finished their conversation (Fig. 32), one will head off, so wait for this moment before shooting anyone.

When you've killed the guard that stays behind, creep down and look for the others. There are three more patrolling nearby, plus three dotted around the market. If you keep hidden and use your sniper sights to pick them off, then you should remain unseen. You can, of course, get your teammates to help, but it's too easy for them to be spotted, so we recommend doing this one alone. Kill the lot and you'll receive the first of the two secondary objectives for this mission (SILENTLY SECURE MARKET).

EXIT THE MARKET

The best path out of the market is the one to the right. You'll encounter a guard about halfway along it, but now you've earned the stealth objective, there's no need to be quite so silent. Continue around until you reach the main road. This area is crawling with guards, so make sure your back is covered before trying anything dangerous.

DISABLE THE TANK

Your immediate thought must be on disabling the tank on the right side. Order your team to do something useful, like clear the area, then wait by the road for the tank to go past you. When it does, arm the AT-4 and fire the rocket at it. You only get one shot, so make it count **(Fig. 33)**. Also, make sure you're in the right position before you aim, as you'll automatically switch to another weapon if you move. With the tank destroyed, mop up the guards before you can rescue the peacekeeper **(Fig. 34)**.

BONUS OBJECTIVE:
SNIPERS NEUTRALIZED

If you've followed our walkthrough, you should have found that this bonus objective is automatically given to you. If you're about to rescue the second peacekeeper and you haven't got it, though, work your way back until you spot the sniper (or snipers) you missed.

FIG. 37

TAKE OUT THE SNIPERS IN THE BUILDING

There are a few guards on the ground, but the main ones to worry about are the snipers in the buildings. You'll find one in a window at the end of the pavement, another one on the roof to the right of there, another to the right of where you find the peacekeeper and one more down the far end. If you don't kill them quickly, then they'll keep firing at you, and if you don't know where they're firing from, there's no way to dive for cover, either. When you've taken out the last one, head to the Delta checkpoint up the stairs and you'll find the peacekeeper in here. As the coast is clear of enemies, you can order him to move out.

Coming out from where you found the peacekeeper, go down to the left, past the bus and off down the path to the left until you reach the next main area. Just before you do, though, three guards run across your path. Walk around the corner to the right and you'll see them all heading up some stairs to take up their positions, so kill all three before they get to the top. Now, if you look to your right, you should spot a path. Order your team to follow you around here until you spot a large gun manned by two guards **(Fig. 35)**. Take out the guards, then point your crosshairs at the gun itself an order a member of your team to place a satchel on it (DESTROY AA GUN).

ALONG THE TOP ROAD

This next (and final) area is rather lethal, as we counted between four and six snipers on the buildings (depending on how many guards you've killed so far), plus four more guards on the ground. Two guards are located next to the tank on the far side of the square, and the other two are patrolling. The peacekeeper you need to rescue is found in the middle of the square, next to the Echo checkpoint.

Killing the guards on the ground is easy, but you need to take care with the snipers. There's one in the most northerly building in the square, two on the large building in the northeast corner, plus one more on a building towards the southeast. If you take cover by one of the buildings, you should be able to spot them pretty easily. If you're having troubles, though, or are low on health, it might be wise to order your squad to clear the area.

RESCUE THE PEACEKEEPER

That done, rescue the peacekeeper (RESCUE CHA TROOPS) **(Fig. 36)** and headquarters will automatically send in a chopper to blow up the final tank and end the mission for you (DESTROY ENEMY TANKS) **(Fig. 37)**. ■

FIG. 38

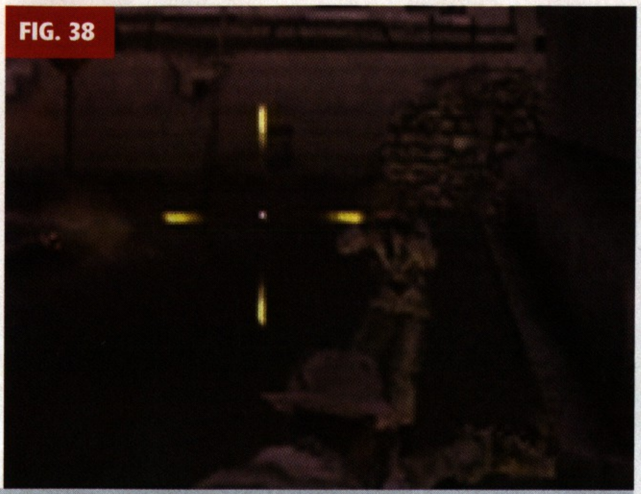
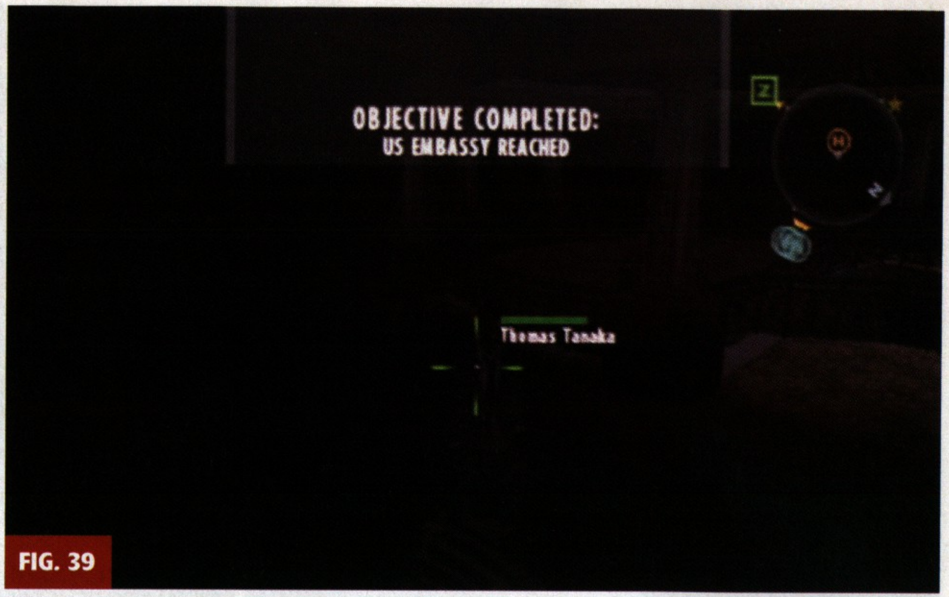


FIG. 39



OBJECTIVE COMPLETED:
US EMBASSY REACHED

MISSION 9:
AGAINST THE TIDE

MISSION OBJECTIVES ☐ Reach US Embassy ☐ Defend Embassy ☐ *Find Embassy Personnel* ☐ Extract Personnel
BONUS OBJECTIVE ☐ Secure Documents

This is a fairly short mission, but it's still a challenge to complete. Getting to the Embassy isn't particularly hard, but staying alive when you get there is another matter altogether... There are two paths to take you to the Embassy. Take the one to the right and you'll enter the Embassy through the basement garage, but we favour the route on the left, as that takes you straight to the Embassy Personnel.

Order your team to follow you around to the left (killing the guard near the start position first), then follow the road around until you spot a bunker in front of you. This is manned, so your first job is to take him out. That done, continue around on the path to the right. You'll be ambushed by four guards here – if you give them the chance, they'll start lobbing Grenades at you.

Get to the wall next to the Embassy and you can climb it at the point where it's been partially destroyed. Climb up the crates here and through the open window (REACH US EMBASSY). The first of the two personnel you need to rescue is right in front of you, but don't free him just yet.

COLLECT THE DOCUMENTS

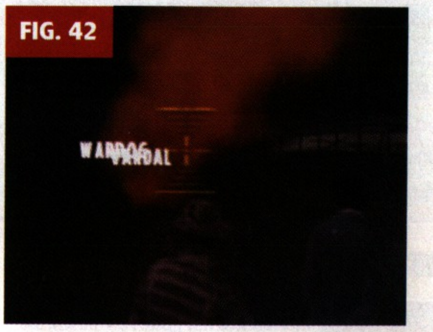
After you've collected the documents **(see grey boxout, right)**, head back down, restrain the Embassy worker **(Fig. 39)** and then get him to follow you. Now if you head back around to the right, past the door you just went through for the bonus objective, and continue on to the next corridor, you'll see the second of the personnel here. Restrain her as well, then get the pair of them to follow you up to the roof (FIND EMBASSY PERSONNEL).

You're about to come under a serious assault by the rebels and, obviously, the personnel must be kept alive.

BONUS OBJECTIVE: SECURE DOCUMENTS

Get to the end of the corridor (so the Embassy worker is now on your left), then head around to the right. Go through the first door you come to, then head around the corner and up the stairs. You'll find some important mislaid documents in the next room, so grab them for the bonus objective.

FIG. 42



When you reach the roof, go off to the right and up the few stairs here to the highest point. Lead the personnel to a safe corner and order them to stay put **(Fig. 40)**. Go back to the door to the stairs and order Bravo team to cover it (but keep them a few feet back) **(Fig. 41)**.

By now, you should have seen the first cut-scene showing rebels entering the Embassy. You should also have noticed that a counter has appeared, starting at ten minutes and working backwards – basically, you've got ten minutes before the chopper arrives to lift you all out. After careful research, we found the best place to defend the Embassy was from the roof itself, as it's impossible to get surrounded and the rebels can only come through one narrow door. With Bravo team already at the doorway, you're free to target rebels through the hole in the roof, or joining Bravo team when they're under serious attack.

DON'T LET THE REBELS GET CLOSE

Try not to let the rebels get too close to any of you, as it only takes one swipe from a rifle butt to kill. When there's about a minute left, you'll receive notice that rebel snipers have moved into location on the surrounding buildings. It may sound odd, but we found that the best strategy was just to leave them alone – they're awful shots and we were never hit once. If you move away from the door to find the snipers, chances are your team (and personnel) will die.

When the counter eventually gets down to zero (giving you the DEFEND EMBASSY objective), look on the map for the point to drop the Red Smoke canisters and plop a couple here to alert the chopper to your location (EXTRACT PERSONNEL) **(Fig. 42)**. ■

FIG. 40

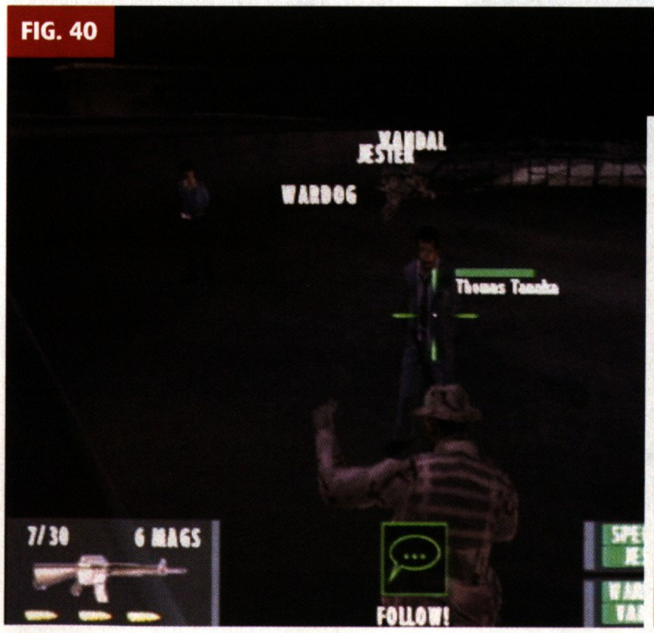


FIG. 41

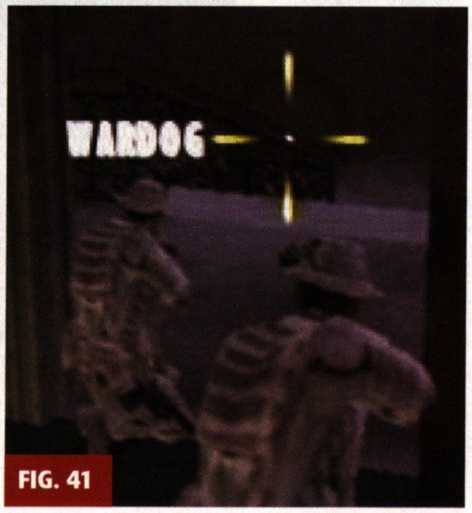


FIG. 43

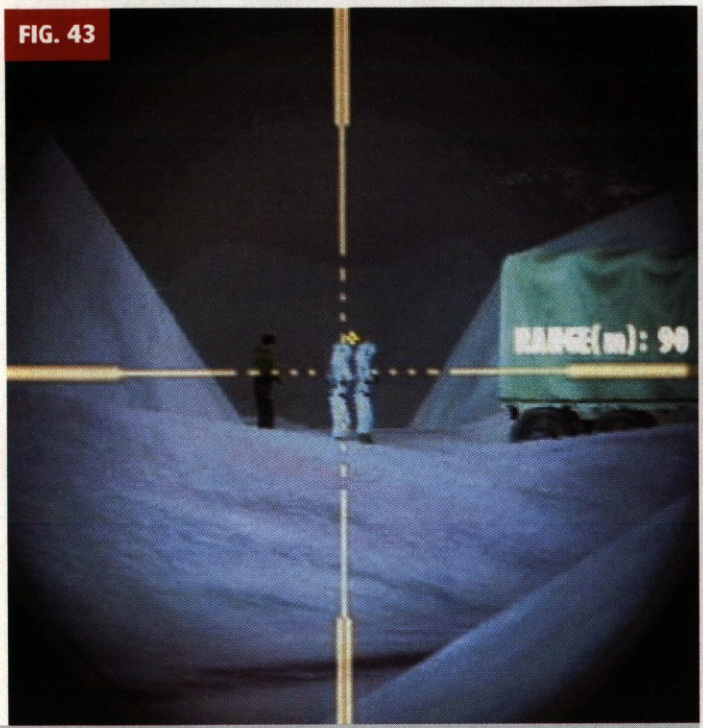
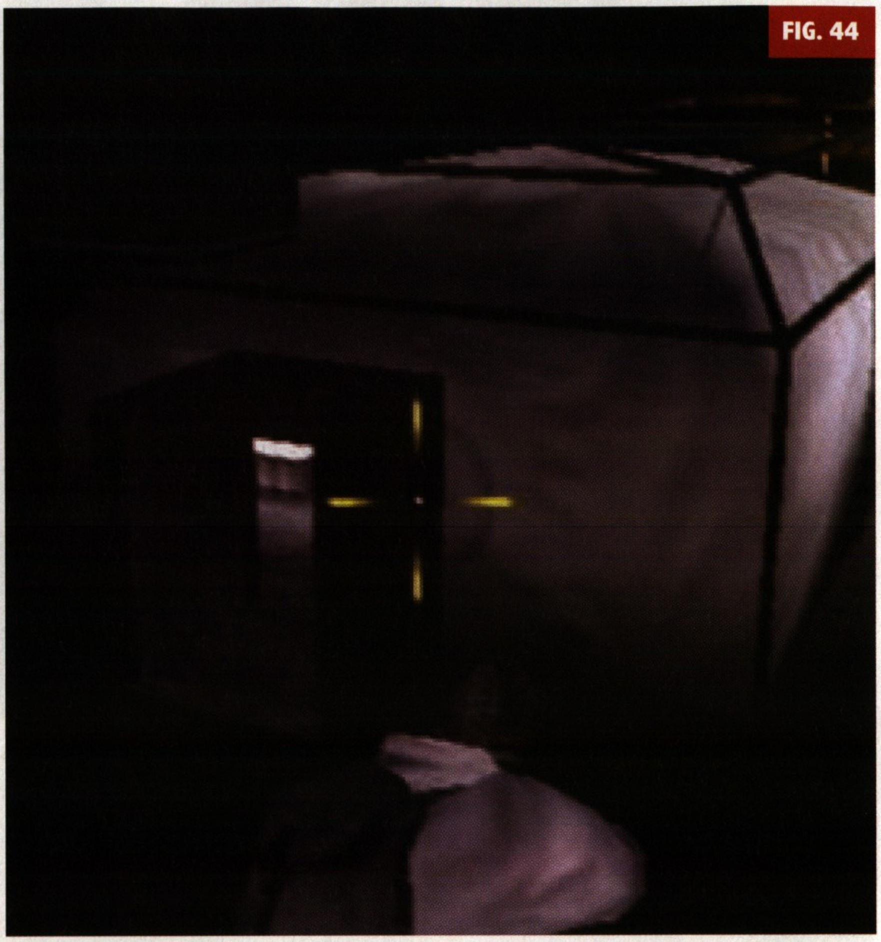


FIG. 44



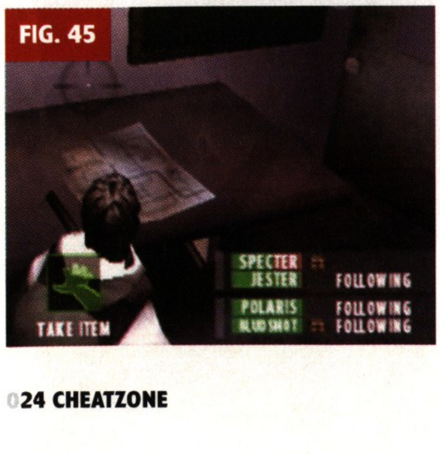
MISSION 10: LOCKDOWN

MISSION OBJECTIVES ☐ **Locate Fabrication Lab** ☐ ***Eliminate Truck Personnel*** ☐ ***Recon Entry Point*** ☐ **Recover Intel** ☐ ***Locate Frequency Book*** ☐ **Locate Facility Map** ☐ ***Locate Bomb Blueprints*** ☐ ***Locate Nautical Map*** ☐ **Destroy Fabrication Lab** ☐ **Eliminate Enemy Personnel** ☐ **Move to Extraction Point** **BONUS OBJECTIVES** ☐ **Locate Plane Schematics**

This is another mission that's easy when you know the location of everything you need. The guards' intelligence has gone up a notch, so expect heavy resistance, and never go head-to-head with any enemy – as you won't make it to the end of the mission.

Immediately in front of you is the truck that crashed. There are three guards around the back of it. Try to take them out with sniper headshots if you can (ELIMINATE TRUCK PERSONNEL) **(see 43)**, as you don't really want to alert the base to your presence just yet. That done, sneak forward and swap over your M4A1 for their much more appealing STG 77 gun. It's not as quiet as your standard issue rifle, but it's a lot more powerful. If, on the other hand, you plan on being a bit sneakier, then you're probably better off sticking with the M4A for now. Head up and to the right of the truck and continue to the Delta checkpoint. Now, for the next secondary objective, all you have to do is look at the guard hut for around ten seconds (Recon Entry Point) – if only all of them were this easy.

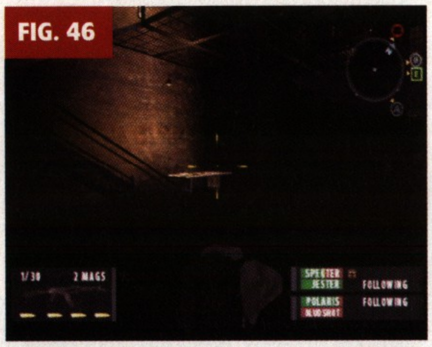
FIG. 45



BONUS OBJECTIVE:
LOCATE PLANE SCHEMATICS

Head over to the large building to the right of building 'H', go through the door and up the metal ramps. There's an office at the top here, and if you go over to the safe on the wall (you should find it on the left side) a C4 icon will flash up. Place the C4 when prompted and head out before it explodes. Now go back in and the documents are in the safe.

FIG. 46



Go down to the hut and kill the guard inside, plus any others lurking around. The mission now descends into a basic firefight, so keep on the move and kill anything that looks even remotely unfriendly. For the first primary objective (LOCATE FABRICATION LAB), head over to the right until you spot the building marked 'C' and go inside. There are two guards in the two rooms, so get rid of them, head through the door in the southwest corner **(fig. 44)**.

FOUR GUARDS SURROUNDING THE LAB

There are four guards surrounding the lab, and, after killing the lot, go down the stairs and into the lab itself. You have to wait for authorisation to blow it up first, so use this time to look around for the four pieces of Intel you need for the next primary objective. The first one is on the floor above the lab. Head into the room in the far left-hand corner, and there on the table in front of you are the Bomb Blueprints (LOCATE BOMB BLUEPRINTS). One down, three to go...

Come out of this building and over to the one on the northwest corner (building 'H'). There's a guard on a walkway above you on the building next to it, so kill him first, then enter 'H' to find the map on the table here (LOCATE FACILTY MAP) **(fig. 45)**.

Work your way back to the guard hut at the entrance, then look for building 'A' – it's to the right of it. Enter it, and, in the following room is the book Intel on the table (LOCATE FREQUENCY BOOK).

There's just one more piece of Intel to go, and you'll find it in the large warehouse by the crane. Enter it through the main entrance (on the left side) and the other map can be found on a table just over to the left (LOCATE NAUTICAL MAP and RECOVER INTEL) **(fig. 46)**.

BLOW UP THE LAB

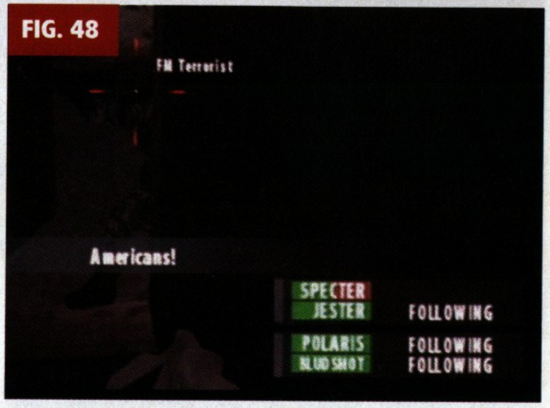
If you've had the all clear to blow up the lab, then head back to building 'C' and place the bombs when the red icon flashes up (DESTROY FABRICATION LAB). If you haven't been given authorisation yet, fear not, as there are still things you need to do.

The final objective, ELIMINATE ENEMY PERSONNEL, means what it says. Work your way around the complex picking off any straggling guards. Remember to check all the buildings and walkways, as some of the enemy won't rush out to meet you.

You should have killed the majority of them just working through the mission, so you're only likely to be looking for a couple of guards. That done (and assuming that you've finally been given the all clear to blow up the lab), head over to the extraction point as shown on the map (MOVE TO EXTRACTION POINT) and you're outta there. ■

FIG. 47

FIG. 48



MISSION 11:
GUIDED TOUR

MISSION OBJECTIVES ☐ Gather Intel at Area 1 ☐ Gather Intel at Area 2 ☐ Gather Intel at Area 3 **BONUS OBJECTIVES** ☐ Locate Bomb Blueprints ☐ Locate Cargo Ship Map

This eleventh mission is a real pig, especially as you're brought in to guard a specialist (Flatfoot) who seems perfectly happy to wander into the enemy's line of fire when you've told him to stay put.

At the beginning, head off to the first Intel point without Flatfoot, then when you've cleared the area of guards (there are two on the path just after your starting position, two more at the entrance to the compound and five more inside it). Don't worry about trying to sneak in, as the alarm seems to go off no matter what you do. The alarm will trigger the launch of an enemy helicopter and you'll need to shoot this down before you can be airlifted out at the end of the mission – you can shoot the chopper down with standard weapons **(fig. 47)**.

ORDER FLATFOOT TO YOUR POSITION

When the area is secure, order Flatfoot to come to your position and head through the door on the building housing the security camera. Go down the stairs and through the door. There are more stairs here, so continue down until you reach the first door. Order Flatfoot to stay put and head through it. There are three guards in the next area and you have to kill them all, or they'll come after Flatfoot later **(fig. 48)**. That done, order Flatfoot to follow you, then go down the stairs to the very bottom.

FIG. 49

SPECTER
JESTER

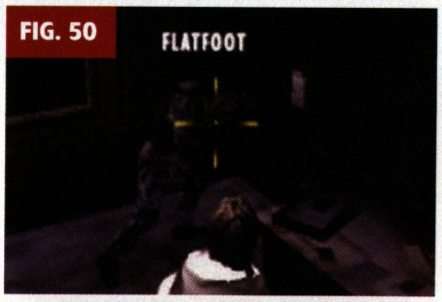
BONUS OBJECTIVE:
LOCATE BOMB BLUEPRINTS

After getting Flatfoot to collect the first Intel, head through the other exit in this area and follow the path until you reach the first room. There are three more guards in here, so once you and your squad have cleared it, look for the ladder here. Take this up, look over in the right corner and you'll spot a crate with the blueprints on top of it.

BONUS OBJECTIVE:
LOCATE CARGO SHIP MAP

Find the building in the northwest corner of area two and the map will be found on a table on the left side.

FIG. 50



Check the map now and you'll see a circular room up ahead. If you like, you can instruct Bravo team to head into it and clear it for you (there are three more guards lurking). Then find the Intel document (taped to one of the pillars) and make Flatfoot read it (GATHER INTEL AT AREA 1) **(fig. 49)**. Look for one of the bonus objectives now **(see grey box, left)**, then head back to the top of area one.

TOP STRATEGY REVEALED!

One strategy that helped us greatly, was ordering Bravo team to head to checkpoint D (in area two), while the other team protected Flatfoot. When you get the all-clear from Bravo squad, take Flatfoot to area two, find the entrance to the underground network (it's by checkpoint D) and use exactly the same strategy to find and collect Intel 2 (GATHER INTEL AT AREA 2) **(fig. 50)**.

That done, come up to ground level and find the bonus objective map **(see grey box, left)**. There's just one more piece of Intel to find now, and, thankfully, it's a lot easier to find. Send Bravo team over to area 3 again (checkpoint E) to clear the area, then bring Flatfoot over to find the Intel. There's no underground work for this one, as it's in the building right next to Echo (GATHER INTEL AT AREA 2). With all three pieces of Intel and the bonus objectives complete, head out to the extraction point. ■

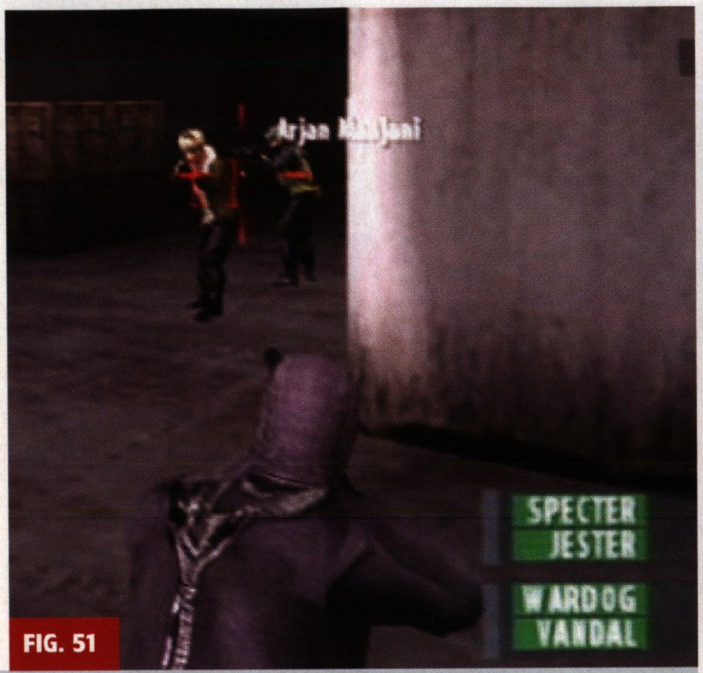
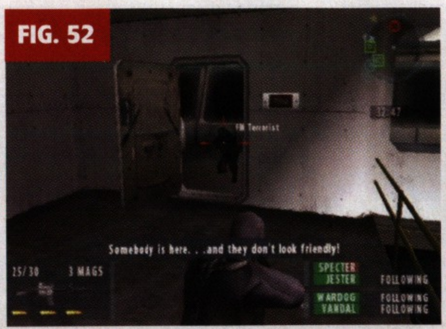


FIG. 51



Somebody is here. . .and they don't look friendly!

FIG. 52

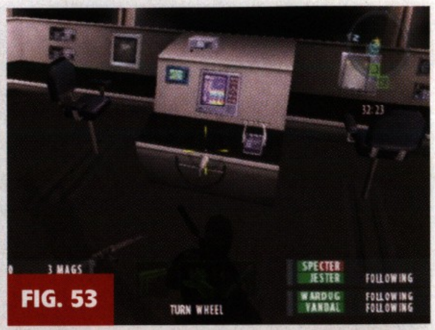


FIG. 53

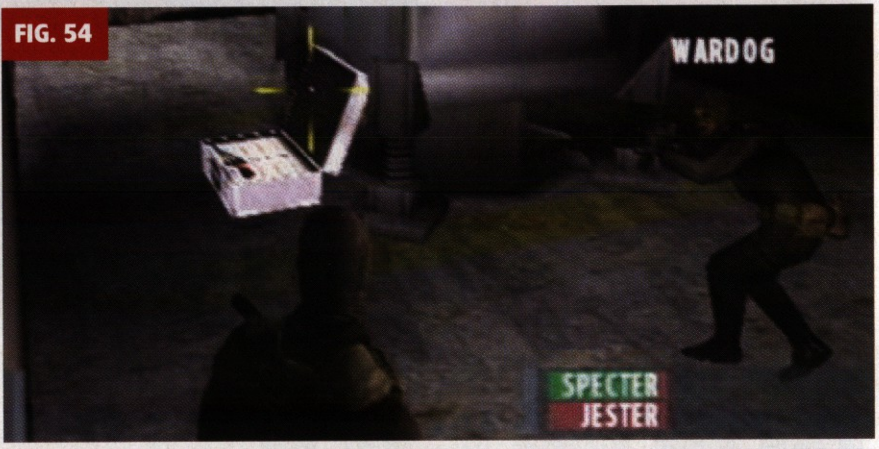


FIG. 54

MISSION 12: DOOMSDAY DELIVERY

MISSION OBJECTIVES ☐ **Secure Bridge** ☐ **Disable Explosives** ☐ ***Disable Bomb1*** ☐ ***Disable Bomb 2*** ☐ ***Disable Bomb 3*** ☐ ***Disable Bomb 4*** ☐ **Signal All Clear** **BONUS OBJECTIVES** ☐ **Destroy Helicopter** ☐ **Capture Valeska**

You've got 35 minutes to complete this final mission, which may seem daunting at the start, but the secret to completing this level well within the time limit is knowing the locations of the bombs. The good news for you is that they're all bunched together.

Look at your map and you'll spot the objective point by the golden star, so you'll know exactly what you're working towards. The ship is crawling with guards, though, so just keeping everyone alive is extremely difficult. There's a guard right in front of you when you start, plus another one coming down the ladder a little way on. There are two more just around the corner to the right at the first junction, too (**fig. 51**). All of these shouldn't cause you too many problems, but it does get a lot worse than this.

HEAD FOR THE TOP LEVEL

Climb up the ladder at the end, kill the guard around the corner from here and continue up the ladders until you reach the top level. The bridge should be right in front of you now, but take care, as there are also three more guards inside it. Order your squad in to clear the bridge area (**fig. 52**), then nip in when it's safe and head for the wheel in the middle of the room. Now simply turn it to complete the first objective (SECURE BRIDGE) (**fig. 53**).

Now you need to deactivate the four bombs on the ship. From the bridge, go all the way back down the stairs you came up on (killing guards along the way) and then, when you reach the ground level, go down one more staircase to get to the bottom of the ship. Go through the door behind the stairs and down the next flight (they're on your left) and through the first door on the right. There are three more guards lurking around here, so you might want to send in your squad to clear the area first.

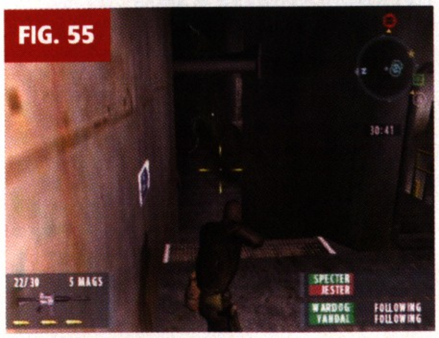
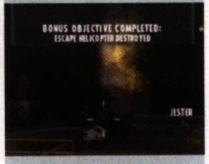


FIG. 55



BONUS OBJECTIVE COMPLETED:
ESCAPE HELICOPTER DESTROYED

BONUS OBJECTIVE: DESTROY HELICOPTER

Nice and easy. When the mission starts, head east and up to the helicopter. Get close enough to plant some C4 when the icon appears, then leg it. Get yourself down the stairs and the bonus objective is in the bag.

BONUS OBJECTIVE: CAPTURE VALESKA

After you've defused all the bombs, head back to the passageway near the bridge end of the ship. It has a stack of four crates on one side and three on the other. Climb up the stack of three and there, on the level above, you'll find Valeska. If you immediately throw a Flash bang in her direction, then she should surrender without much fuss.

THE FIRST OF THE BOMBS

The first of the bombs is in the following room, and you should know what to do with them by now (**fig. 54**). Be warned, though, as there are a certain number of 'dummy' bombs in the same locations as the real ones, so if, after deactivating a bomb, it doesn't give you the bonus objective, look around for the real one – it shouldn't be far.

Deactivate the first bomb here (DISABLE BOMB 4), then go back through the door, continue along and down the next flight of stairs – there's a guard underneath them, so be warned. Take the final staircase down and you're now in the bottom level of the ship. Now, if you're in the right location, you should be in a large area with three smaller rooms (**fig.55**). Each one of these contains two bombs (one real, one fake) so let's start with the first room.

MORE BOMBS IN THE SOUTHEAST CORNER

Head into the first room on your right packed with crates. There's one bomb in the southeast corner and another one over to the west. It's random as to which one is the fake, so try one and, if it doesn't deactivate, head over to the other (DISABLE BOMB 3) (**fig. 56**). Now come out of there and continue along to the next room. It's pretty much the same story here, so look around (you should have plenty of time) and disarm the next bomb (DISABLE BOMB 2). If you're having troubles, then you'll find one bomb around the middle of the room (along a maze of crates) and the other one in the northeast corner).

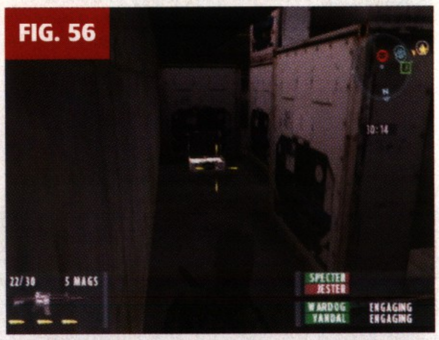


FIG. 56

THEN... THE FINAL BOMB

The final bomb is in the final room of the area, so head for here and start searching. Look in the corners and you'll find them. Deactivate the final bomb (DISABLE BOMB 1 and DISABLE EXPLOSIVES) and then head out and up to ground level.

With the bonus objectives done, head to the final objective point at the other end of the ship to the bridge and there, in front of you, is the crow's nest. There will be a couple of guards protecting it, but they won't cause you too much stress.

Climb up to the top and release a Red Smoke canister to signal the all clear (SIGNAL ALL CLEAR) and end the mission and the game. Well done, soldier. Now, where did they hide those weapons of mass destruction... ■

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THE FACTS: **FINAL FANTASY X-2** ● PLAYERS **1** ● MEMORY CARD SPACE **185KB** ● DIFFICULTY **VERY HARD TO MASTER** ● COMPLETION TIME **MONTHS**

FINAL FANTASY X-2

BEST PLAYED
Many, many times through, discovering new stuff you missed at every turn.

The concluding part of our massive guide to this intricate fantasy masterpiece.

REVIEW

> **"It's not as accessible as it first appears and maybe not quite as sexy as we would all have hoped, but *Final Fantasy X-2* is still a stonking role-playing game. In fact, it's another whopper from Square"**

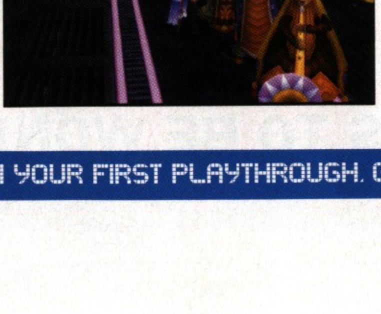
- ***For more on Final Fantasy X-2, why not hunt down the latest issue of the Official PlayStation 2 Magazine?***

CHAPTER 2

CELSIUS

Soon as you can, take a butcher's at the Awesome Sphere. You'll get an AL BHED PRIMER. Talk to Brother to trigger a scene, and don't forget to go down to the Engine Room for an ETHER x 2, PHOENIX DOWN x 5, POTION x 8 and REMEDY x 4. Head to your cabin and take a nap, then you'll have the odd task of pushing those musician types into the lift (after talking to Paraya).

Head to the Bridge when you get control, for a crucial decision. Giving the Awesome Sphere to the Youth League means you can still theoretically get 100% completion on your first play through, giving it to New Yevon means you can't. So, it doesn't really matter that much, because sane players won't be killing themselves over that part anyway. Give it to Youth League, may as well. After the brou-haha, you'll come back to the Celsius to realise Leblanc has spirited that broken sphere fragment away, the vixen. In return she leaves a sphere for you to watch, featuring her and the Goon show laughing at you. Your mission for the Chapter is to acquire three Syndicate uniforms (small, medium and large) with which you can sneak into Leblanc's HQ. Of course, there's plenty of optional stuff to do first, if you so desire.



Lat us play ye a song o' thanks!

Actually, I'm singing tonight...
Maybe later.

BESAID

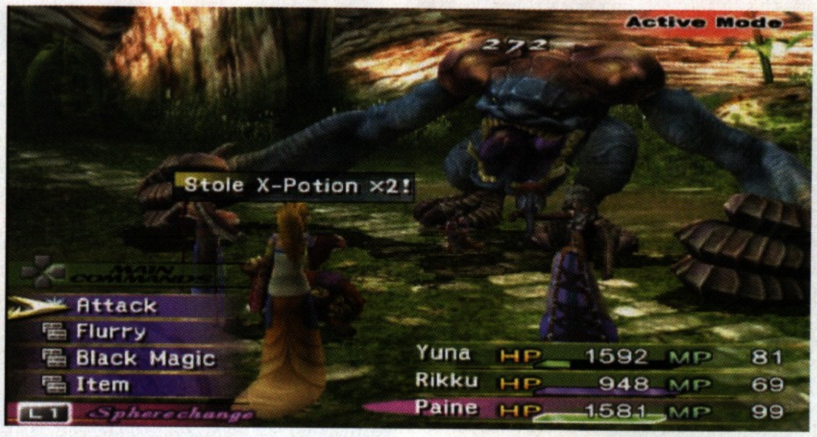
If you go here you'll meet a charming fellow called Beclem. He challenges you to run his gauntlet; basically a minigame. The key is to use the right ammo for the right fiend, and to give up if you get hit even once. Yes, we're serious. Getting hit resets the combo meter at the bottom, and scuppers your chances. The ENIGMA PLATE GG is yours if you win. Don't go crazy and get a massive high score because the game remembers it on the next playthrough, and you'll have to beat it.

PR/MATCHMAKING MISSION

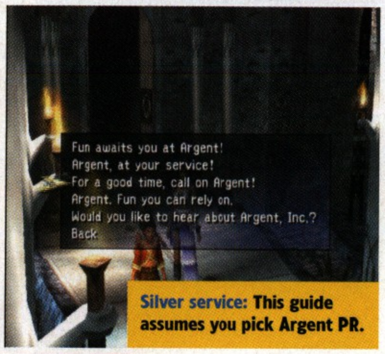
1. Woman standing outside the first tent on the right

BEAT THIS → ON YOUR FIRST PLAYTHROUGH, GET ONE OF YOUR GIRLS TO MASTER THE

YUNA HP
30
AMMO
14
CHAIN

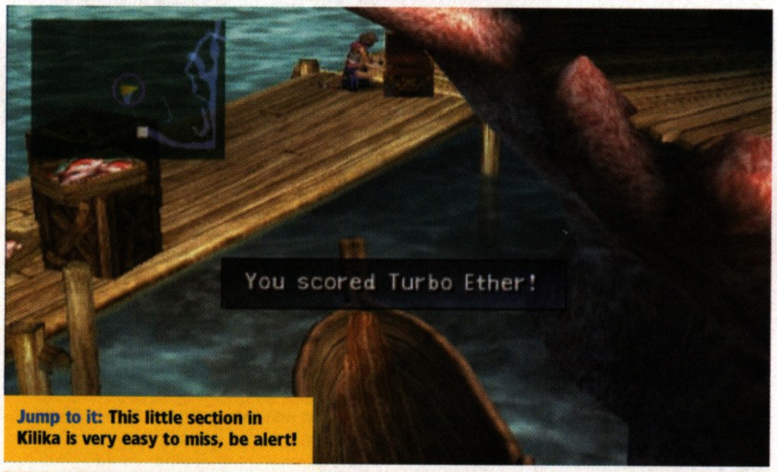


Stole X-Potion ×2!



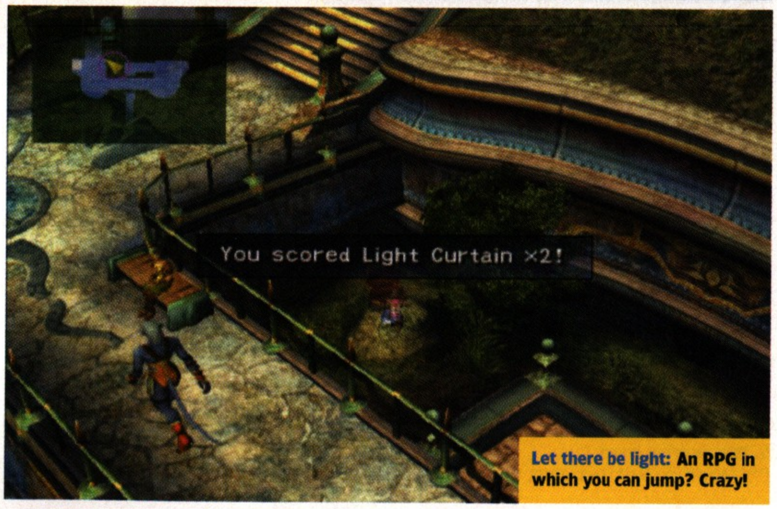
Fun awaits you at Argent!
Argent, at your service!
For a good time, call on Argent!
Argent. Fun you can rely on.
Would you like to hear about Argent, Inc.?
Back.

Silver service: This guide assumes you pick Argent PR.



You scored Turbo Ether!

Jump to it: This little section in Kilika is very easy to miss, be alert!



You scored Light Curtain ×2!

Let there be light: An RPG in which you can jump? Crazy!

PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

2. Man inside first tent on the right
PR: "Fun awaits you at Argent!"

3. Female shopkeeper, first tent on the left
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

4. Dog-walking woman
PR: "Argent. Fun you can rely on."
Matchmaking: "The man of your dreams awaits!"

5. Keepa (first tent on the left)
PR: "Fun awaits you at Argent!"

6. The little boy playing around the temple area with the little girl
PR: "For a good time, call on Argent!"

KILIKA

All you can do here is snatch a TURBO ETHER and a MANA TABLET x 2, and chat to Dona.

LUCA

There's a LIGHT CURTAIN x 2 for the taking, and an interview to take part in. Your response makes no difference to anything, really.

PR/MATCHMAKING MISSION

1. From the save sphere, look for a woman sitting alone on the bench
PR: "For a good time, call on Argent!"
Matchmaking: "I have the perfect person for you!"

2. On the next bench, there's a woman sitting next to a man
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."
—-go down the stairs to the square—-

3. Little boy standing to the SE of the statue thing
PR: "Argent. Fun you can rely on."

4. Man in brown sitting on a bench to the left
PR: "Would you like to hear about Argent, Inc.?"
—-walk to stadium—-

5. Man dressed head to foot in green, wandering around
PR: "For a good time, call on Argent!"

6. Woman sitting on the bench on the raised area
PR: "Argent, at your service!"
Matchmaking: "I have the perfect person for you!"
—-take left exit to the docks, and walk up to the next area—-

7. Woman walking from the right of the screen
PR: "Argent. Fun you can rely on."
Matchmaking: "I have the perfect person for you!"

8. Man in white, walking around the north area
PR: "Fun awaits you at Argent!"

MI'IHEN HIGHROAD

There's a fairly lengthy mission here to catch a Chocobo. Initiate it by talking to Calli. You are told what to do at every stage, so it's not too tough. There's a timed section at the end which you want to make, but you can still pick up plenty of chests on the way and be fine.

The only chest worth getting in the first 'follow Rikku' section is the third one – CHOCOBO WING x 3. Make sure you get the 1,000 gil and the MUSCLE BELT during the mission, then during the timed section a PHOENIX DOWN x 3, GRENADE x 2, and an ETHER. It ends with a boss fight.

CHOCOBO EATER

- **HP:** 2,350
- **MP:** 230
- **Weak against:** Fire
- **Strong against:** Gravity
- **Steal:** X-POTION
- **Rare Steal:** X-POTION x 2
- **Pilfer Gil:** 1,590
- **Dropped Gil:** 500
- **Drop:** WALL RING
- **Rare Drop:** WALL RING
- **Exp:** 350

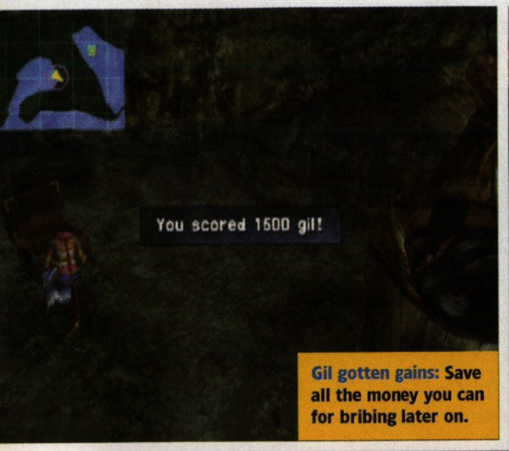
Kick it's Chocobo-munching arse and pick up the SELENE GUARD GG. Beam up to the CELSIUS then right back down again to grab Clasko, Calli, and a Chocobo to boot.

PR/MATCHMAKING MISSION

This is slightly tricky, because of the nature of the mission here. The list of people to talk to is, as ever, in order from the beginning of the area to the end, but in this Chapter we would recommend entering the area on foot via Mushroom Rock Road, and talking to the folk in reverse order from 12 to 1.

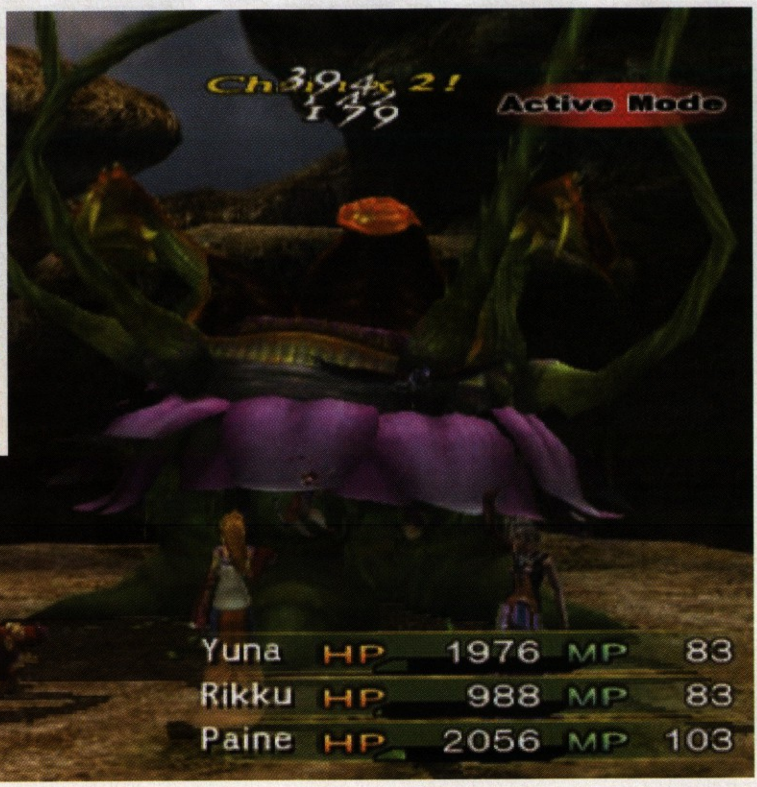
1. Woman wearing blue standing by the statue
PR: "Fun awaits you at Argent!"
Matchmaking: "Find your better half!"

ALCHEMIST DRESSPHERE. YES, INCLUDING ELIXIR (999 AP). ■

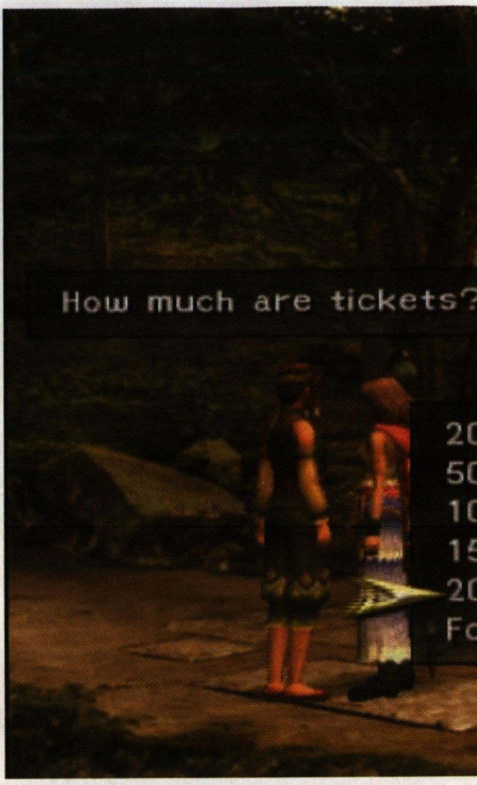


You scored 1500 gil!

Gil gotten gains: Save all the money you can for bribing later on.



Yuna	HP	1976	MP	83
Rikku	HP	988	MP	83
Paine	HP	2056	MP	103



How much are tickets?

2. The woman standing with her by the statue, back to you
PR: "Argent, at your service!"
Matchmaking: "Do you believe in... destiny?"

3. A man standing close to the end of an area, on the right, next to a hover.
PR: "Argent, at your service!"
—-walk to the travel agency—-

4. Head left to the cliff for a man sitting down
PR: "Fun awaits you at Argent!"
—-walk into the agency—-

5. Woman sitting on the left, in the corner
PR: "Argent, at your service!"
Matchmaking: "The man of your dreams awaits!"

6. Man sitting next to her
PR: "For a good time, call on Argent!"
—-leave the agency, exit to next area—-

7. Keep going til you see a woman in yellow standing on a bridge
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"

8. Little boy standing near the gate
PR: "Would you like to hear about Argent, Inc.?"
—-go down the SE path—-

9. Man wearing purple top
PR: "Argent, at your service!"
—-move into next area—-

10. The woman standing alone in the area, with a machina to her far right
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"
—-walk to the end of the road—-

11. Man sitting top
PR: "Fun awaits you at Argent!"

12. Man sitting bottom
PR: "For a good time, call on Argent!"

Help
Active Mode
MAIN COMMANDS
Attack
Flurry
Black Magic
Item
L1 Spherechange

Attack one enemy.

Stole Elixir!

Yuna	HP	1612	MP	83
Rikku	HP			
Paine	HP			

I'll have that: Always always always steal from bosses.

MUSHROOM ROCK ROAD

Take the lift up in the little cranny again for some more cash, and a HI-POTION. Head towards the Youth League HQ, into the Den of Woes (picking up all the chests on the way), and you'll get the CRIMSON SPHERE 7. Fight the Drowsy Ochu or not, it's up to you, but it helps with your Bestiary. There's a SHINING BRACER behind the next lift, and a MITHRIL BANGLE on that little path to the side of the HQ.

DJOSE HIGHROAD

Dead easy, this bit. Really, it's just a mini boss fight against Ormi and Logos. You've done it before, you'll do it again. You get one of the three SYNDICATE UNIFORMS from this battle, and the FLORAL FALLAL SPECIAL DRESSPHERE.

PR/MATCHMAKING MISSION

1. Woman next to save sphere
PR: "For a good time, call on Argent!"
Matchmaking: "The man of your dreams awaits!"

2. Al Bhed woman outside the tent
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

3. Man talking to the old codger to the left of the temple
PR: "Argent, at your service!"
—-move south into next area—-

4. Al Bhed woman in red
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"

5. Man wearing green
PR: "Would you like to hear about Argent, Inc.?"

6. Man wearing yellow
PR: "Argent. Fun you can rely on."

7. Man wearing orange
PR: "Fun awaits you at Argent!"

8. Woman wearing purple:
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"

MOONFLOW

Go and talk to Tobli, then sell all ten tickets to complete the mission. There's profit to be made, but not an enormous one in the grand scheme of things. Starting from the road that leads north to the Moonflow, sell the following people the following tickets:

1. Woman in red, left side of screen – 1,500 gil
2. Woman with red headband, left side of screen – 1,500 gil
3. Woman with child, to left of Tobli – 1,000 gil
4. Woman in orange skirt, below save sphere – 1,500 gil.
5. Person sitting on stairs in Shoopuf area – 1,500 gil.
6. Tall man in green, near stairs – 2,000 gil.
7. Ride Shoopuf across, then sell to child in white shirt next to Hypello – 2,000 gil.
8. Woman in green dress up the ramp – 2,000 gil.
9. Next screen across, NPC dressed in green left of Hypello, across from bench – 2,000 gil.
10. Another screen across, man in blue and white on road to Guadosalam – 1,500 gil.

Your reward? Another MUSCLE BELT, and the SEETHING CAULDRON GG. Not bad all things considered.

PR/MATCHMAKING MISSION

1. As soon as you enter the road to Moonflow, there will be an Al Bhed woman on the left
PR: "For a good time, call on Argent!"
Matchmaking: "Find your better half!"
—-enter moonflow south bank—-

2. Boy in yellow walking around near save sphere
PR: "Would you like to hear about Argent, Inc.?"
—-head into Shoopuf area—-

Pitched Sold Profit
8/10 8 5000
gil
gil
gil
gil
gil
et

Bogus sphere data sold. Cha-ching!

Current Gil: 490026

Price: 100000 gil

Gillionaire! Well, nearly. A hundred grand is good enough.

Help

Attack one enemy.

Help

Use Flurry's skills.

Stole Elixir!

Active Mode
MAIN COMMANDS
Attack
Flurry
Black Magic
Item
L1 Spherechange
Yuna HP 2128 MP 87
Rikku HP 728 MP 75
Paine HP 2010 MP 108
Yuna HP 1589 MP
Rikku HP 660 MP
Paine HP 1713 MP

3. Youngster by the stairs, wearing red
PR: "Would you like to hear about Argent, Inc.?"
—ride Shoopuf to north bank—

4. Woman at the bottom of the area
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The man of your dreams awaits!"

GUADOSALAM

This is where you make a wad of cash. First, go and talk to the goons near Leblanc's front door for a quick scene. Then save the game. Then go into the innkeeper, and ask for some data. Pay for it, then listen to his clue about the identity of the person you seek. It's random, but there's one person in particular you need it to be, so we're going to soft reset (all four shoulder buttons, start and select) until you get him. The guy we want is the innkeeper himself. You'll know you have the right man when he says "It's the last person you'd expect, no question." He'll pay out a massive 100,000 gil – conveniently exactly the amount O'aka needs. Go and pay him off by buying Holy Waters from him and selling them to Barkeep. You can keep doing this forever if you like, because it's a nice quick, hassle-free way to make money, and he doesn't stay on the CELSIUS for long, so make use of it while you can.

PR/MATCHMAKING MISSION

1. Old woman near entrance (have to leave Guadosalam to find her)
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

THUNDER PLAINS

This is one of the harder minigames. Talk to the nearby Al Bhed to take on the task of helping him calibrate the lightning towers. There are ten of them, running the length of the plains. One is slightly tricky to find, but run along the left of the north section and you'll get it. Basically, towers 1-4 and 6 are the easiest, and you only really need to finish 5 of the 10 perfectly anyway, as long as you attempt all 10. If you want to try to get all them, help yourselves, but you may well go mad trying. It will, however, get you a RIBBON in Chapter 5. Get 5/10 and the Al Bhed in the travel agency gives you the SAMURAI'S HONOR GG. Chat to Cid on the way, too. There's a PEARL NECKLACE just before the agency, and ETHER x 2 outside it.

MACALANIA WOODS

Talk to the Hypello for another sidequest. March on to the "X" shaped crossroads, and take the top right arm. Talk to Bayra, who will tell you to hunt down Donga and Pukutak. Donga is on the sparkly bridge, and Pukutak is south of the "+" shaped crossroads. Don't forget to pick up the SILVER BRACER on your travels. Talk to Baryu again for a HASTE BANGLE, return to the CELSIUS, then come right on back. Go back to that Hypello for the BITTER FAREWELL GG and a MINERVA PLATE.

PR/MATCHMAKING MISSION

1. Guado standing to the right of the save sphere
PR: "Fun awaits you at Argent!"
—go right twice, then up into the room—

2. Elderly Guado
PR: "Argent. Fun you can rely on."

BIKANEL DESERT

Talk to Nhadala and she'll direct you to the Oasis. Fly there, grab Rikku's MACHINA MAW SPECIAL DRESSPHERE, knock Logos onto his arse, nick another SYNDICATE UNIFORM and the HOUR OF NEED GG.

CALM LANDS

Another minigame. Follow Clasko to where the Monster Arena used to be in *FFX* (middle right of the plateau), and give the confused soul a helping hand. Clasko, we mean. The mission is simple in theory, but pretty annoying in practice. There are three rows of fiends, all looking in a certain direction. Each row is made out of mostly ghosts (who will disappear if you walk into them) and a single real fiend (who will fight you). The fiends in a row are all facing the real deal, which should make it easy, but we found that the real guy was on the end quite often, making it a bit trickier. The very last fiend(s) to fight will be in Clasko's little antechamber. Defeating them all gets you the very useful ALCHEMIST DRESSPHERE and the HIGHROAD WINDS GG.

Help

Attack one enemy.

Active Mode
218
Attack
Flurry
Black Magic
Item
Yuna HP 1743 MP 86
Rikku HP 656 MP 86
Paine

Shell shock: Use spells to penetrate these monsters' thick armour plating. Kapow!

MOUNT GAGAZET

Talk to Kimahri and tell him to sort it out on his own. Harsh, but fair. Chat to all the other Ronso, and be as sympathetic as possible. Mostly, this involves the second conversational option. Warp to the Mountain Path and you'll see a Fem Goon. Don't follow her yet, go up into the cave and be all friendly to the last Ronso, first, then back down to where she was. New mission! Climb the cliff, and nudge the analogue stick to walk, *not* run to the right, and jump onto the rock for an ELIXIR. If you approach it too quickly it rocks to the side, so you can't get it. Go through the doorway thing, take a right, and climb to get a HI-POTION. Back down, take the northern path, and once again, there's the Fem Goon. Save the game, and backtrack left, and climb up. When you get the choice walk, don't run to the left for another chest, this time containing a WHITE CAPE. Back to the landing, keep working your way along, picking up the all-but-useless PHOENIX DOWN, until you reach a scene where you are spying on the Fem Goons in the Hot Springs. Once it ends, you automatically get your third and last SYNDICATE UNIFORM.

ZANARKAND RUINS

Just head right on into the temple, picking up the DISPEL TONIC, PHOENIX DOWN, HI-POTION x 2, and GRENADE x 2 on the way to Isaaru. He gives you the oddest mission yet – to encourage good old fashioned monkey love. There are 26 monkeys scattered around the temple, and you need to put them into 13 pairs. It's very straightforward, just time-consuming. Find a monkey with love hearts over its head, pick it up, and wander around until you find another monkey with an appropriately matching name. Make sure you don't leave the temple until you're done, and pick up all the stuff in there (L-BOMB x 2, REMEDY, LUNAR CURTAIN, MANA SPRING, LIGHT CURTAIN, 1,000 gil, ELIXIR x 2, PHOENIX DOWN x 2, HI-POTION x 2, REMEDY x 3, REMEDY x 2, and ETHER x 2). Finishing the mission earns you a SOUL OF THAMASA.

GUADOSALAM

Time to get back that stolen sphere. Go to Leblanc's, change into your disguises, and head inside. Go through the ground floor door, talk to Ormi and Logos, then upstairs to Leblanc's room. Now, in a scene disturbingly reminiscent of *FFVII*'s Honey Bee Inn, you have to give her a massage. Pushing her buttons the first time around gets you the GOLD HAIRPIN which cuts MP costs in half, satisfying her the second time around gets you the HEADY PERFUME, which raises several stats by a fair bit. We prefer the perfume, but it's up to you. The minigame itself is dead easy. Always start in the middle. Red hearts are best, yellow are ok, blue are to be avoided. After the following scene, go back to the room downstairs, check out the door on the left to open the secret passage, and head in.

Knock Ormi out (again), save your game, and get the hairpin/perfume from the chest in the room beyond. The CRIMSON SPHERE 10 is ➔

You scored the accessory Ribbon!

Yuna HP 1960 MP 48
Rikku HP 1185
Paine HP 2446

And don't come back!: Boss deaths are rather impressive, aren't they?

MAP 1

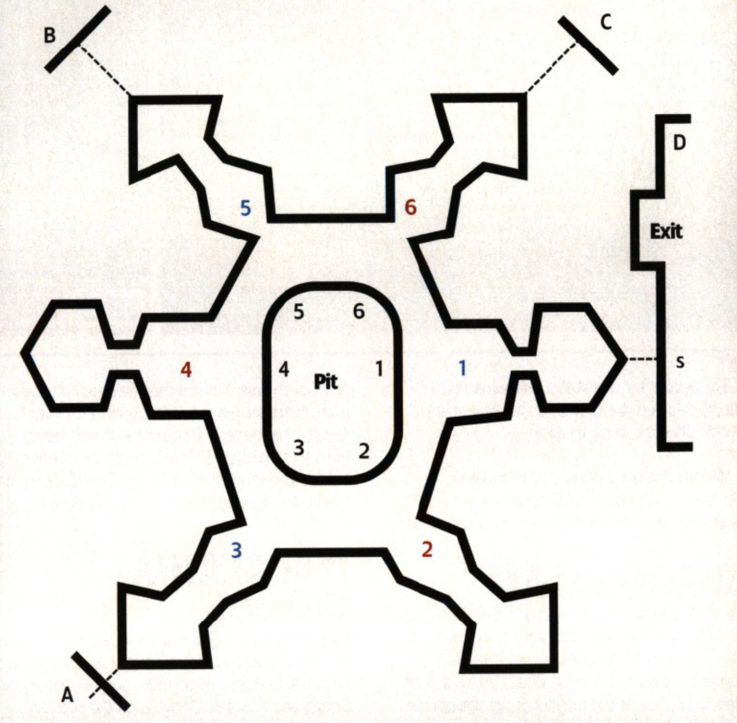
Map Legend
S – Starting Point
D – Device

Blue Towers
1, 3, 5

Red Towers
2, 4, 6

Treasure Chests
A – Pearl Necklace
B – Glass Buckle
C – 500 Gill

Steps (from Highest to Lowest)
1 – First Step
2 – Second Step
3 – Third Step (Leads to next area)
4 – Fourth Step
5 – Fifth Step
6 – Sixth Step (Leads to Ribbon)



in the next room along. Logos and Ormi still haven't had enough beatings, it seems. Dispense with them and march onwards, taking the first right, then the next left. Climb up the wall, and fall into the pit to activate the first of three booby trap overrides. Repeat the process with the next pit, and you'll get a big scary wall of spikes bearing down on you. Yay! Jump the first pit with ◎, but fall into the second. They'll just miss you. You'll end up on a ledge next to the third override. Easy. Go back to where the spikes came from and past them. Get through the security door, and through the door to the right. Oh look, Leblanc, Ormi and Logos. You know what to do. A TWIST HEADBAND, CHARM BANGLE, and the REASSEMBLED SPHERE is your prize, to speak nothing of the delightful HEALING LIGHT GARMENT GRID. You have no choice but to end up in Bevelle.

BEVELLE

After a brief, routine scrap, you'll get a mission. Find Vegnagun! Woooo! Keep fighting your way through the city until you reach the point where you met Baralai. Run to the right, hop up onto the plinth thing, then run to the left, climb up to the gap and touch the bottom pedestal to change the direction of the lift. Go to said lift and take it down to the Bevelle Temple, where the Trials were held in *FFX*. Joy.

All you have to do is run to the end of each little passageway, fight the predetermined fights, nab the treasure, and get to the very top right, where the lift awaits to take you to the next level. You'll find REMEDY x 3, REMEDY x 3, 3,000 gil, HI-POTION, POTION x 8 and PHOENIX DOWN x 4.

To the right is a CHOCOBO FEATHER, then you can and should save. Keep moving onwards, getting through the scenes that trigger, until you get to a huge open room. You need to find a huge chain to slide down, and if you can't locate it, talk to Leblanc for a hint. This next section can be a headache, but also a marvellous place to level up and get some decent recurring items/gil. After killing both YAC-13 enemies, you'll find yourself on a platform with six towers, three red and three blue. Touch the control panel on each one, fighting the YSLS-Zero or YSLS-99 that guards it. Once you have disabled all three blue towers, you get a mini boss:

PRECEPTS GUARD

- **HP:** 3,680
- **MP:** 9,999
- **Weak against:** Holy
- **Strong against:** Gravity
- **Steal:** MAN TABLET
- **Rare Steal:** MANA TABLET x 2
- **Pilfer Gil:** 1,600
- **Dropped Gil:** 800
- **Drop:** REGEN BANGLE
- **Rare Drop:** REGEN BANGLE
- **Exp:** 700

While it does admittedly have one or two slightly threatening attacks, characters of decent level should blast through it without really raising a sweat. Always steal from it if you can, and the cash is decent too.

Equally, after deactivating the last red tower, you must face another mini boss:

GEORAPELLA

- **HP:** 4,420
- **MP:** 9,999
- **Weak against:** Holy
- **Strong against:** Gravity
- **Steal:** WATER GEM
- **Rare Steal:** WATER GEM x 2
- **Pilfer Gil:** 1,300
- **Dropped Gil:** 1,000
- **Drop:** NULTIDE RING
- **Rare Drop:** NULTIDE RING
- **Exp:** 800

As long as you've been paying attention to your levels, they shouldn't be all that tough, especially with judicious use of Shell, etc. You can keep fighting these two rascals ad infinitum by going to blue tower 1 (for Precepts Guard), or blue tower 5 (for Georapella), and really rack up the goodies. Eventually you'll get them to go Overdrive too, for even more good stuff. 500 gil, a GLASS BUCKLE and PEARL NECKLACE lie on platforms behind three of the towers, and once you've got those, it's time for some strategy.

(See MAP 1 above) You will already be able to jump down into the pit, and get to the third level down, which is the way onwards. However, there's a RIBBON in a chest at the lowest level, and it's definitely worth getting. But how? Activating red towers 6, 4 and 2 enable platforms 6, 5 and 4 respectively, counting the platforms 1-6 from top to bottom. After activating a red tower, you can activate one of the blue ones (1, 3 and 5). Blue tower 1 moves the appropriate platform one step clockwise. Blue tower 5 moves it one step anti-clockwise, and blue tower 3 moves in to the space directly opposite. It sounds complicated, and it kind of is. It starts off being annoying having to fight those mini bosses constantly, but the rewards make it well worth it. We went up five levels apiece just figuring out how the place worked, and got plenty of skills learned in the process.

When you're ready, head into the third doorway down, in the pit. As you move into the area, don't miss the ETHER x 4 and the REMEDY x 4. At the junction, go right and take the lift down for the DOWNTRODDER GG, then return and take the left branch. Clamber atop both pillars to activate the bridge, and cross it. Now, there's another awkward, annoying, move-the-ancient-machinery-until-you-get-where-you-want-to-be bits. There's a chest containing PHOENIX DOWN x 5, if you care, behind Ormi. There's also a great big glyph, which stops and starts the giant, spinning machinery. We strongly recommend just setting it in action and watching the way it behaves for a while, to figure it out. The top of a column must be slightly above the level of the floor for Yuna to be able to jump on board, and then she can command Rikku to start and stop the machinery, allowing Yuna to reach various areas around that back wall. It's actually pretty easy once you get used to it. You're looking for a treasure chest on the third floor, left hand side – BLOODLUST. There's also a doorway at the bottom right you should be able to make out, through which is a WRING.

After you have them both, head to the left – on the main platform – and keep going until you reach three lifts. It's a very simple process if you follow it exactly. Take the right-hand lift, and pick up the HI-POTION. Climb up the two blocks, and walk off the screen to the south. Now take the lift in the middle, and climb this block too. Take the lift down, then use the left-hand lift. Go straight across to the right, and take the right lift up. Trust us. Take the middle lift again, and climb the block again. Back down a level, take the right-hand lift down, and go up the bridge to take the last remaining lift. Just across all those blocks to get the chest, and the DARK KNIGHT DRESSPHERE. This is a very powerful outfit, and worth building up as soon as you get the chance.

Save your game at the sphere, because you're about to fight not one, but two boss battles. First,

320
Stole Charm Bangle!
Yuna HP 1941
Rikku HP 1152
Paine HP 2674

What's yours is mine: We love the Thief – one of THE best jobs.

Uh oh: This means he's going to try to blast you into atoms.

Yuna HP 1979 MP 45
Rikku HP 1337 MP 34
Paine HP 2748 MP 78

BARALAI

- **HP:** 3,380
- **MP:** 540
- **Weak against:** Poison, Darkness
- **Strong against:** Gravity
- **Steal:** CHARM BANGLE
- **Rare Steal:** CHARM BANGLE
- **Pilfer Gil:** 2,000
- **Dropped Gil:** 1,300
- **Drop:** PEARL NECKLACE
- **Rare Drop:** PEARL NECKLACE
- **Exp:** 1,000

We actually struggled to keep Baralai alive long enough for him to use his special attacks. A Gun Mage can learn both Absorb and Drill Shot from him, so it's worth making the effort here, during this simple fight. All told, he's pretty simple, and you shouldn't have any serious worries.

BAHAMUT

- **HP:** 8,400
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** MUTE SHOCK
- **Rare Steal:** MUTE SHOCK
- **Pilfer Gil:** 2,200
- **Dropped Gil:** 1,000
- **Drop:** GRIS-GRIS BAG
- **Rare Drop:** GRIS-GRIS BAG
- **Exp:** 1,000

Now, at last, is a slightly dangerous boss. His regular attacks aren't all that bad, but Impulse wears you down consistently, and when he starts counting down from 5 to 0, you better have some kind of plan up your sleeve, because he's going to let loose with Mega-Flare. Again, this will be of varying deadliness depending on your level. Don't worry about targetting specific weaknesses, because he doesn't have any. Just let the girls rip with whatever you know works, and you will doubtless emerge victorious.

CHAPTER 3

SIDE NOTE

A new enemy will appear in random encounters all the way through this Chapter. Well, to be more precise, three versions of the same enemy. Watcher-A, Watcher-R, and Watcher-S. You'll know them when you see them. Their whole job is to scan your patterns of attack and relay the information to a mysterious controlling force (in other words, a Chapter 5 optional boss). You don't want this to happen, so whenever one pops up, use standard attacks (and standard attacks only) to kill it, then open up your usual can of whoopass when it's gone.

CELSIUS

Since you paid off O'aka's debt like we showed you, you'll see that he deserted like a rat and went back to his shop in Macalania Woods. Tsk, gratitude. First things first, go and raid the Engine Room for an ETHER x 3, REMEDY x 5, HI-POTION x 4, and PHOENIX DOWN x 6. Now go to your room and have a catnap. Time to get this sphere break business over and done with – head to Luca.

LUCA

Well, at least you get some free stuff: REPTILE COINS x 5, BIRD COINS x 5, WASP COINS x 5, and AHRIMAN COINS x 5. Once you get control back again, don't forget to pop upstairs onto the grassy bit for LUNAR CURTAIN x 3. Now, onto the matter at hand. You might remember how to play sphere break from earlier on in the game, if you don't – don't worry. You can go through the tutorial again, and it tells you everything you need to know.

You've basically got to hit coins, one of which must be from the four in the middle, until you reach a number that's a multiple of the very central, and random, number. It sounds more complex than it is. If the central number is low to middling, you'll want to mentally triple it, then look for three coins that equal that number. For example, if the central number was 5, you'd want to go for 15. You might have a middle coin of 8, and two outer coins of 4 and 3. You could go for 10, instead, but it's trickier to get with three numbers.

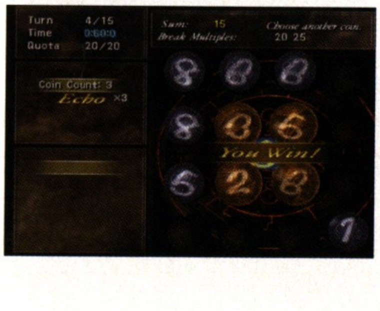
The most important trick to remember is getting echoes. If we continue the preceding example, and next turn have a core number of 7, we might want to go for 21. OK, easy enough, central number 8, outer ring numbers 7 and 8, or any other permutation. By meeting the goal by using the same number of coins (3), we create an echo, boosting our score. If we use three coins next turn too, we get a further bonus, which keeps on racking up and up until we fail to use three coins. Like the other minigames in *X-2*, it becomes much clearer when you actually do it.

Your task is to win three games before you lose three games. By wandering around and talking to people, you can see their stats, and difficulty. Face off against three two-star players (the easiest), and go for two or three coin echoes. After defeating the third, you will automatically face Shinra, who will be a significantly stiffer challenge, so save between matches. Go for three coin echoes, and hope that his core sphere doesn't come up as 1 too often, as that kills your bonus. As long as you concentrate, he shouldn't be too bad – we defeated him first time, without much practice. Your prize for winning the sphere break championship is the LADY LUCK DRESSPHERE. Potentially very powerful, but watch out for Duds!

PR/MATCHMAKING MISSION

1. There are two women walking together on the bridge to the east. The one in pink, first
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

2. Now the one in yellow
PR: "For a good time, call on Argent!"



Matchmaking: "I have the perfect person for you!"
—-go down the stairs to the square, then exit south—-

3. The man with the white hat, facing away
PR: "Fun awaits you at Argent!"

4. The little boy running around like a loon
PR: "Argent. Fun you can rely on."

5. The redhead chatting to her mates, facing away
PR: "Argent. Fun you can rely on."
Matchmaking: "I have the perfect person for you!"

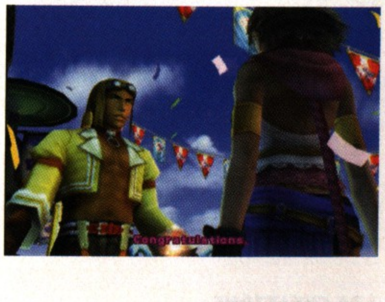
6. Man dressed in yellow, randomly wandering around - you'll see him
PR: "Would you like to hear about Argent, Inc.?"
—-walk to the stadium—-

7. The woman sitting on the bench on the upper level bit
PR: "Argent, at your service!"
Matchmaking: "I have the perfect person for you!"

8. Another randomly wandering man dressed in yellow. Twins?
PR: "For a good time, call on Argent!"

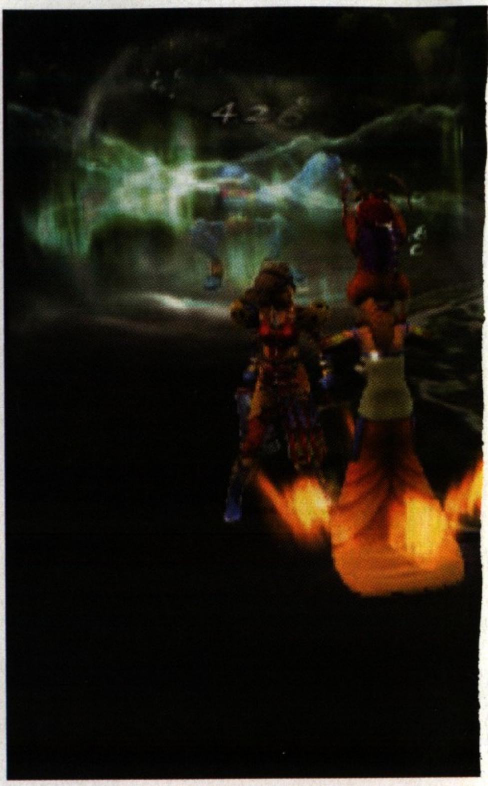
MACALANIA WOODS

You know the path that comes off the sparkly bridge, directly north? There's a GOLD ➔



ck one enemy.
Active Mode
Oversoul!
Attack
Flurry
Black Magic
Item
Spherechange
Yuna HP 2204 MP 54
Rikku HP 1337 MP 74
Paine HP 2696 MP 102
MAIN COMMANDS
Attack
Flurry
Black Magic
Item
Active Mode
Yuna HP 2008 MP 0
Rikku HP 1299 MP 40
Paine HP 2785 MP 120

Peacekeeper: Beating Garik averts a war with the Guado.



BRACER up there now. Go fetch it. Now go to the travel agency (up left from the "X" crossroads, if you've forgotten). Long-ish story short, you've got six fights to get through, consecutively, without a chance to rest or heal in between. Sounds worse than it is, because the monsters are – as ever – not a tremendous challenge.

The Rhyos is the single most dangerous adversary, so kill them first. For finishing this oh so simple mission, you get the PRIDE OF THE SWORD GG, the BESERKER DRESSPHERE, and an AL BHED PRIMER. Not a bad haul, considering. There's a scene with the inimitable O'aka, then feel free to plunder an X-POTION from the chest outside his shop.

PR/MATCHMAKING MISSION

1. Guado standing to the right of the save sphere
PR: "Fun awaits you at Argent!"
—go right twice, then up into the room—

2. Elderly Guado
PR: "Argent. Fun you can rely on."

MOUNT GAGAZET

As soon as you arrive, ickle Shinra waddles in and plants a CommSphere. Curious. Talk to Kimahri, and you should end up with the powerful TRAINER DRESSPHERE. Accept the mission, and you will soon discover that the teleport pads have been disabled. Typical. Easily fixed, however. Simply travel up the path to the first one (Mountain Path) and taking it back down to the base. One down. Keep heading up, and you'll see the cliffs you scaled waaaaaaaaaaaaay back at the very beginning of the game.

If you missed anything, and can be bothered, you can get it now. Regardless, head into the cavern and hit the second teleporter (Fayth Scar), activating it. Save the game, and keep on plodding up the mountain. You know that tunnel that has a raised path on the left, made of big round stones? Take that. There'll be one last teleport pad, one last save sphere, and then very shortly a boss.

GARIK RONSO, RONSO YOUTH

- HP: 6,880, 4,060
- MP: 238, 170
- Weak against: None
- Strong against: Gravity
- Steal: ICY GLEAM, MYTHRIL BANGLE
- Rare Steal: ICY GLEAM, MYTHRIL BANGLE
- Pilfer Gil: 130, 60
- Dropped Gil: 90, 20
- Drop: SHINING BRACER, REMEDY
- Rare Drop: SHINING BRACER, REMEDY x 2
- Exp: 380, 220

Now, remember those times you buttered up all the Ronso, being all sympathetic and such? That's what directly led to this fight being so damn easy. If you had been a little harsher with them, Garik would be stronger, and he would have two Ronso Youths with him. Before you get too smug, however, we should reveal that the tougher Garik would have used Perfect Guard, which is a blue magic skill that a Gun Mage could steal.

After delivering a good spanking, you'll earn the WISHBRINGER GG.

MI'IHEN HIGHROAD

Very simple mission, this one. You'll be told at the beginning of the road that some machina have gone haywire; 13 pairs of them are terrorising the locals, and you need to take care of the problem. You will see a running count at the bottom of the screen – an Al Bhed guy is also running around taking them apart, and the only important thing is that you end up killing 7 to his 6. Random machina encounters don't count (equip the Charm Bangle if you want to concentrate just on the important fights). Just run along the road, helping out those in need, and picking up the treasure. There'll be a PHOENIX DOWN x 4, 2,000 gil, HYPNO CROWN, HI-POTION x 2, HOLY WATER x 4, HI-POTION x 4, HI-POTION x 2, EYE DROPS x 3, SOFT x 4, PHOENIX DOWN x 4, S-BOMB x 2, ETHER x 2, ECHO SCREEN x 4 and HI-POTION x 2, in that order, running from the start of the road all the way along to the dead end. You get 10,000 for rescuing the majority, and the UNDYING STORM GG.

PR/MATCHMAKING MISSION

Get number 8, the little boy by the gate, during the "Machina gone crazy" side mission, because he won't be available afterwards.

1. Woman wearing blue standing by the statue
PR: "Fun awaits you at Argent!"
Matchmaking: "Find your better half!"

2. The woman standing with her by the statue, back to you
PR: "Argent, at your service!"
Matchmaking: "Do you believe in… destiny?"

3. A man standing close to the end of an area, on the right, next to a hover
PR: "Argent, at your service!"
—walk to the travel agency—

4. Head left to the cliff for a man sitting down
PR: "Fun awaits you at Argent!"
—walk into the agency—

5. Woman sitting on the left, in the corner
PR: "Argent, at your service!"
Matchmaking: "The man of your dreams awaits!"

6. Man sitting next to her
PR: "For a good time, call on Argent!"
—leave the agency, exit to next area—

7. Man wearing purple top
PR: "Argent, at your service!"
—move into next area—

8. The woman standing alone in the area, with a machina to her far right
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"
—walk to the end of the road—

11. Man sitting top
PR: "Fun awaits you at Argent!"

12. Man sitting bottom
PR: "For a good time, call on Argent!"

MUSHROOM ROCK ROAD

Hardly anything to do, here. Just talk to Yaibal and Lucil, and go into that by-now-very-familiar little area off the road, take the lift up, and grab 2,000 gil from a chest.

DJOSE TEMPLE

On the screen just south of the temple, there's HI-POTION x 3 in a chest. In the temple area itself, there's an obvious PHOENIX DOWN x 3. Now talk to Gippal, and once you're done you get an AL BHED PRIMER. Done and dusted.

MOONFLOW

Speak to Tobli twice. Yes, twice. Come on, that's literally all you have to do, here, how difficult can it be?

PR/MATCHMAKING MISSION

1. As soon as you enter the road to Moonflow, there will be an Al Bhed woman on the left
PR: "For a good time, call on Argent!"
Matchmaking: "Find your better half!"
—enter moonflow south bank—

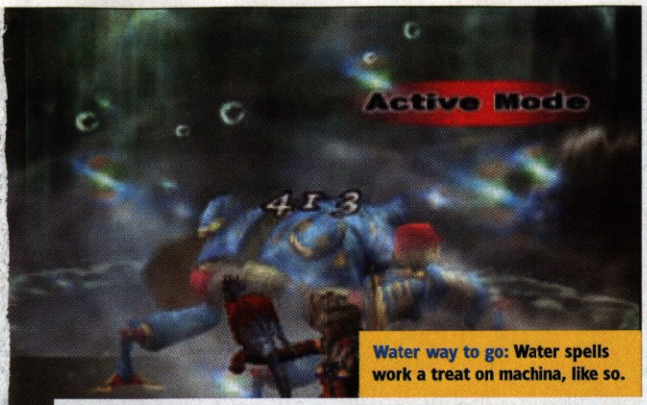
2. Boy in yellow walking around near save sphere
PR: "Would you like to hear about Argent, Inc.?"
—head into Shoopuf area—

3. Youngster by the stairs, wearing red
PR: "Would you like to hear about Argent, Inc.?"
—ride Shoopuf to north bank—

4. Woman at the bottom of the area
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The man of your dreams awaits!"

GUADOSALAM

Try and get through that strange door again, the one top left, and this time you'll see a little scene



Water way to go: Water spells work a treat on machina, like so.

Ooh, been taking naughty pictures again?

Shoopuf! Don't let it distract you from the cactuar hiding to the left...

about it. Talk to the Goons outside Leblanc's place, then barge right in. Go into the ground floor room, talk to Logos and Ormi, then nip up the stairs to Leblanc's room. Another scene goes by... run back downstairs, where Logos and Ormi will tell you to meet them in Logos' room. Run into the secret passage again, take a left by the save sphere, and into the room holding a TETRA BAND in a chest.

Climb up the crates on the left of the room, follow it around and get the CRIMSON SPHERE 4. Head back down and move along to the next room – Logos'. You get a quick scene and a couple of spheres (LOGOS' SPHERE and ORMI'S SPHERE), then talk to Logos for a hint that yet another sphere is floating around here somewhere. It's easy to find – sitting right on the dresser. Just then, a surprise guest pops his withered grey head into the room – Maechen.

Can't complain, though, he gives you the GAOL SPHERE. Talk to him again to listen to his tale, then it's time to pack up and move onto the next area.

PR/MATCHMAKING MISSION

1. Old woman near entrance (have to leave Guadosalam to find her)
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

THUNDER PLAINS

The bad news is that you can now fight Marlboros here. The good news is that a Gun Mage can nick some blue magic off it. Mainly, there's just a couple of conversations and a bunch of items to raid in here. Cid is in the southern section near the pond (and marked on your map), and he should apologise to Yuna for sullying Zanarkand's noble memory last chapter. Lian and Ayde, two young Ronso pups, or kittens, or whatever, are hiding out in the shelter, on the left side of the northern section. Tell them to go to one of the three locations, it doesn't matter which. Here's your checklist of chests from south to north; ECHO SCREEN x 5, HI-POTION x 2, SAFETY BIT, PHOENIX DOWN x 3, DARK GRENADE x 2, ETHER x 3.

BIKANEL DESERT

Aha, something new to do here! When you get control, head to Cactuar Nation, and when prompted by the Cacti Mother, say "That makes perfect sense!". Talk to her again to get a new mission, and one which will involve quite a bit of travelling around. Note: you can only find 6 of the 10 errant cactuar in this Chapter – the rest are in Chapter 5. The process goes like this. Use the map to find a Cacti Mother, go and talk to her for a clue as to the location of her child, get to the location, find the cactuar, play a quick minigame (where success isn't crucial), then return him/her/them/whatever to their mum and talk to the next Cacti Mother. The first cactuar you have to find is Lobivia, and he's only in the Oasis, so it's nice and easy. When you find him, play the shooting game, but remember that even if you fail he'll come with you. Return him to the loving, yet spiny embrace of mommy dearest. We'll tell you where the next five are after taking care of some other business.

BEVELLE

Another dead easy one. Watch Shinra deploy his CommSphere (these are particularly crucial in Chapter 4), talk to everyone, then bugger off to the Calm Lands for a rescue mission.

CALM LANDS

There are actually two mission locations here, Mission 1 to get to Cavern of the Stolen Fayth, and Mission 2 to get to Clasko. Let's do them in order. There are 13 tourists stuck in the cavern, and you need to rescue them. Sounds easy enough, but for some reason every damn one of them seems to be socially maladjusted to some extent. As you run through, finding them, each will only tag along if the number of people in your group is a certain number or less. It sounds complex, but the hassle-free way to go about it is to follow the numbers on our map. **(See MAP 2 overleaf)**

After getting the first 13 people in one big clump, take them to the entrance and graciously accept their gifts, including the Besaid Key (woo!) and the Energy Cores you need to power up the transporters. Well, nearly all. Another Core is being held by a man dressed in green outside the entrance of the cavern, so go get it. Go back inside and teleport to the back of the cavern, then beam across to the right, picking up the 14th tourist and the LIGHTNING GLEAM. Take them to the entrance, gratefully accept another Core, then go all the way back in but to the left this time, getting the WALL RING and the last tourist. When you leave the cave, it will ask if you want to quit the mission – at this stage it's perfectly safe to say yes, even if it seems alarming. Save and heal, then dive back in for a boss battle. This time, head straight across, rather than left or right, at the last teleport pad.

YOJIMBO

- **HP:** 22,000
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** POWER WRIST
- **Rare Steal:** POWER WRIST
- **Pilfer Gil:** 2,000
- **Dropped Gil:** 1,500
- **Drop:** RECOVERY BRACER
- **Rare Drop:** RECOVERY BRACER
- **Exp:** 2,000

Yojimbo is a piece of piss. Really, he's almost completely ineffectual. An honest to goodness wimp. Well, except for one teeny tiny thing... Zanmato. It instantly reduces your HP and MP to 1. Scary enough, but he also regularly inflicts poison status effect on your girls. A deadly combination. Equipping Glass Buckles, and other poison-proof acccessories is absolutely crucial for this fight, therefore. The rest of his attacks, and the attacks of his mutt, are really nothing to worry about. If you're using a White Mage, expect to use a lot of Ethers (you're unlikely to have an Alchemist who can use them for free yet, but if you do – bonus!).

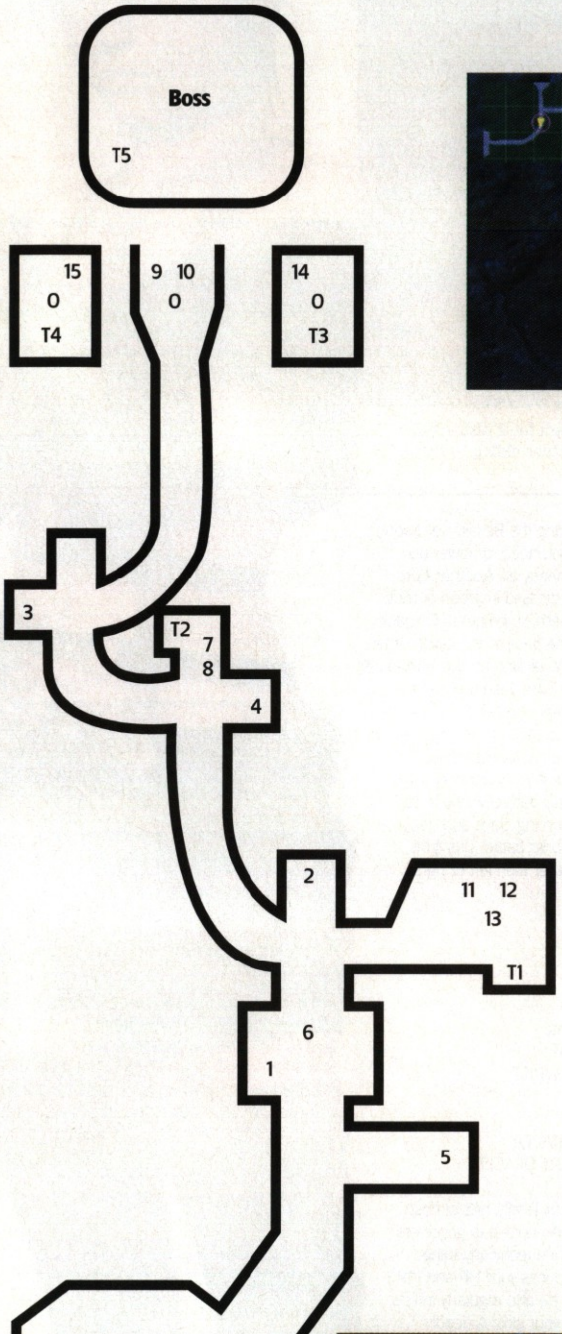
Killing him nets you the TETRA MASTER GG. Excellent

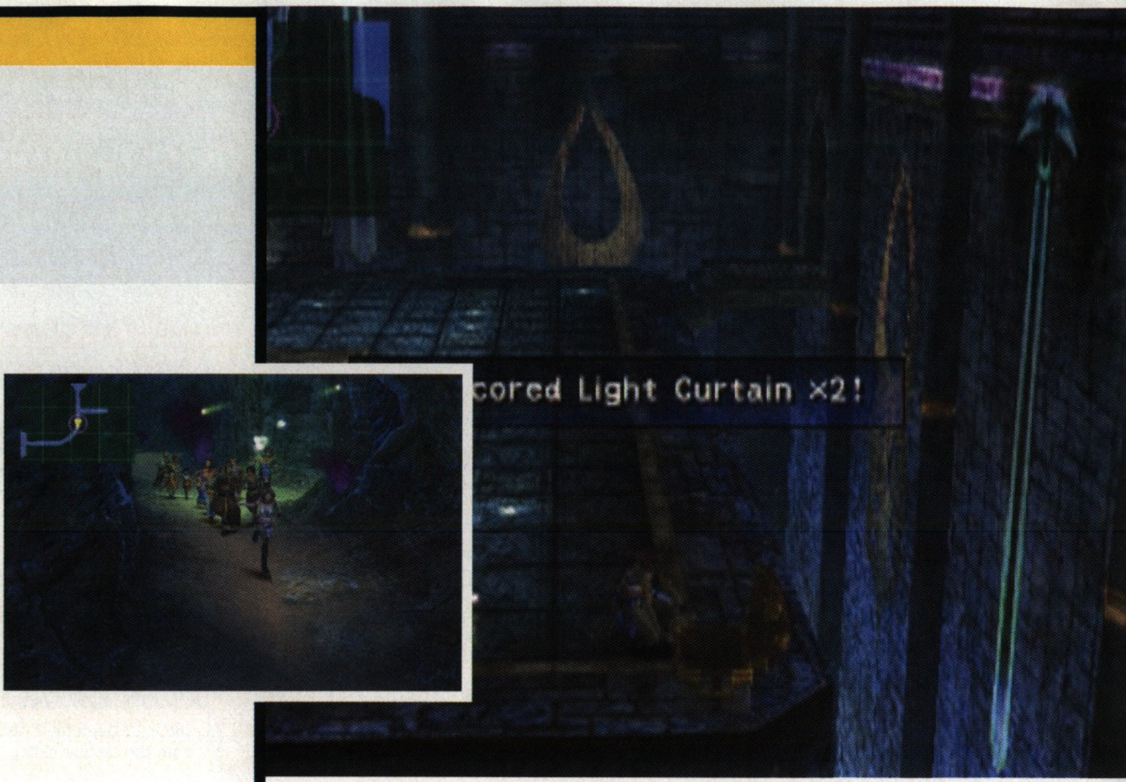
➜

MAP 2

Map Legend
O – Teleport Pads
#'s – 1-15 tourists
Boss – dungeon Boss

Treasure
T1 – White fRing
T2 – Blue Ring
T3 – Lightening Gleam
T4 – Wall Ring
T5 – Star Bracer




cored Light Curtain ×2!

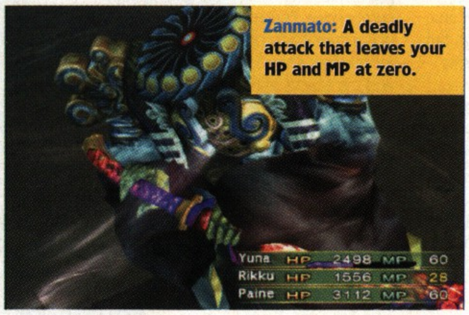
against magic-using fiends. Go back to the Calm Lands mission 1 to see Shinra place a CommSphere, and run left, looking for a chest with some SPRINT SHOES in it. Run back to the right, pinching the MEGA-PHOENIX and HI-POTION x 2 on the way back to the Cavern of the Stolen Fayth, ending up all the way back in the room where you just butchered Yojimbo, for the STAR BRACER. Now beam up to the CELSIUS and back down to the Calm Lands – mission 2. All you really have to do is talk to Clasko and run up the ramp to the upper level of the Chocobo Ranch, to see Shinra planting another one of those darn CommSpheres.

ZANARKAND RUINS

You'll see Shinra run in, and off the screen. He's a busy little bee. Run all the way to Isaaru, pausing only to reap the DISPEL TONIC x 2, PHOENIX DOWN x 3, HI-POTION x 3 and S-BOMB x 2 on the way. Have a natter, then delve into the temple for loads of treasure but not much besides. You're looking for STAMINA SPRING, REMEDY x 2, LUNAR CURTAIN x 2, MANA SPRING x 2, LIGHT CURTAIN x 2, 2000 gil, MYTHRIL BANGLE, PHOENIX DOWN x 3, HI-POTION x 3, REMEDY x 4, REMEDY x 4, and ETHER x 3.

BESAID ISLAND

Fiends are pouring out of the temple! Best sort it out, then. And if you were fretting about the lost Cactuar, don't. We'll get to them in a minute. First, visit Lulu to trigger a scene, then go talk to prissy Beclem. Your mission, should you choose to accept it (and if you don't – what the hell are you playing at?) is to rid the temple of fiends. Head into the Cloister of Trials until you find Wakka. Walk straight through the wall opposite him (well, technically it's to his left) for MANA SPRING x 2. Talk to him, then sort yourself out for a boss fight and take the lift down.


Zanmato: A deadly attack that leaves your HP and MP at zero.

VALEFOR

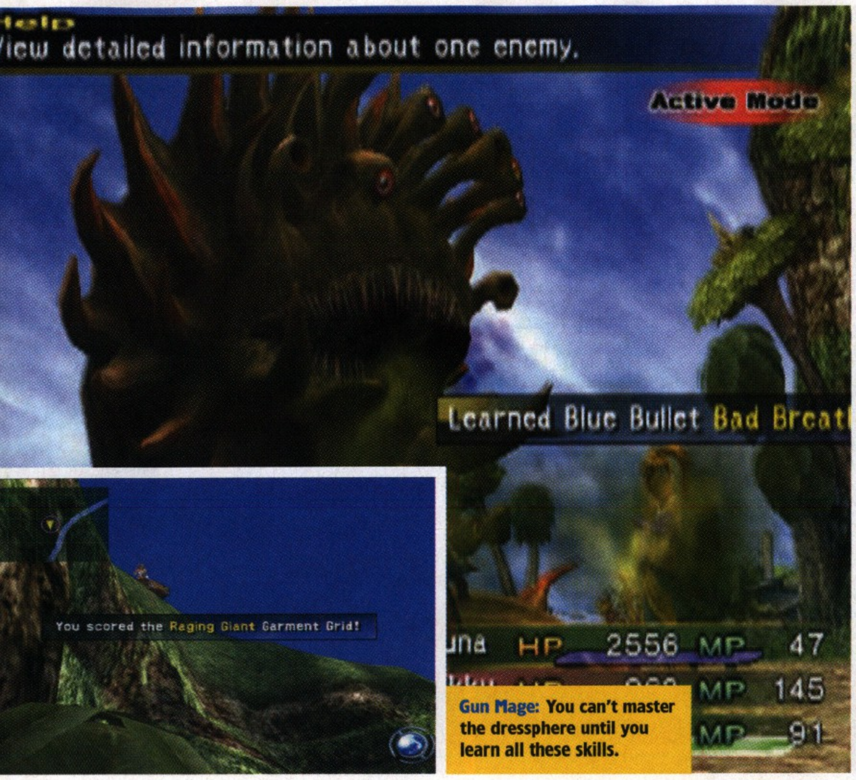
- **HP:** 8,430
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** HEALING SPRING x 4
- **Rare Steal:** HEALING SPRING x 4
- **Pilfer Gil:** 1,500
- **Dropped Gil:** 1,200
- **Drop:** MOON BRACER
- **Rare Drop:** MOON BRACER
- **Exp:** 1,500

Nothing noteworthy to add, and you're presumably well used to fighting bosses by now, and know what works. One attacker, one healer, one flexible support character, one dead Valefor.

Time for some optional nonsense, which is fairly time-consuming and doesn't have that great a reward, but... might as well, eh? In the Besaid temple, go through the right-hand door and open the chest to get the SEARCH SPHERE. Holding down ◎ with this in your possession makes it act somewhat like a metal detector, only of course not for metal. Remember the door that needed a 4-digit code? Now it's time to find a second 4-digit code, for a second locked door. Between two huts on the left, in the village, is a little nook. Go in there and hold down ◎ until the red light flashes and you can press ⊗ to dig up a sphere. Look through it, over towards the bell tower on top of the temple. You should be able to zoom in and see a number. This is your first digit. It's random, again, so we can't tell you what it will be.

The second number is just outside the village, where the Auroch's are training. It's to the left of the save sphere, near one of the players. Shuffle around until you get on top of it, then use the sphere to find the second digit, which is on top of the cliffs. Now head up to the waterfall path, and keep ◎ held down. Quite early on, on the right, you should find the third sphere. Check out the top of the waterfall, and zoom to find the third green number. Drop down under the first bridge for a MOON BRACER, then walk all the way to the screen with the cipher door. Head right from the bottom of this area to the dead end. Wander around the top left corner until you find the last sphere, and scope out the palm tree across the water. There's your last digit.

Head back to the cipher door and go inside,


Help
View detailed information about one enemy.

Learned Blue Bullet Bad Breat

You scored the Raging Giant Garment Grid!

Gun Mage: You can't master the dressphere until you learn all these skills.

You scored the Samurai dressphere!

384
Yuna HP 2271 MP 62
Rikku HP 1296 MP 83
Paine HP 2112 MP 44

Fire fighter: He is fire. You use ice. Not the most complex idea.

taking a right turn and touching the wall to be able to enter your new code, and get inside. Nab the ETHER x 3 as you maneouvre through the tunnel, ending up outside, on top of the cliff. Follow it left, and grab the RAGING GIANT GG. That's all you get – and now you have to walk all the way back again. Instead of leaving altogether, head to the beach and once more climb up to the place where those kids were playing, previously. You should be able to shimmy around and drop over the other side into a little cove, with an X-POTION and 2,500 gil in a brace of chests. Go back onto the main beach, you should be able to see a small green shape, comically stuck. That's the next Cactuar. Beat his minigame, or don't, whatever, then take him home.

We'll quickly run through the rest of them, while we're here. The next Cactuar is Lobeira, who can be found in a chest in one of the rooms in the secret passage of Leblanc's HQ. Next is Areq & Arroja, who are in the area between the Calm Lands and Mount Gagazet, riding a Chocobo. Next up – Islaya. He's in Thunder Plains, just across from the shelter, you know, the one those two Ronso kids were hiding out in. Next is Chiapi, but... we can't get him until Chapter 5, so time to move on.

PR/MATCHMAKING MISSION

1. Woman standing inside (not outside, this time) the first tent on the right
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

2. Man inside first tent on the right
PR: "Fun awaits you at Argent!"

3. Female shopkeeper, first tent on the left
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

4. Dog-walking woman
PR: "Argent. Fun you can rely on."
Matchmaking: "The man of your dreams awaits!"

5. Keepa (1st tent on the left)
PR: "Fun awaits you at Argent!"

6. The little boy playing around the temple area with the little girl
PR: "For a good time, call on Argent!"

KILIKA ISLAND

Don't talk to Dona. Get all the items first, then talk to Dona. Got it? Good. The chests are scattered around all the places you've found them in before, so shouldn't be hard to track down. Here's the initial checklist; ETHER, MANA TABLET x 2, ANTIDOTE x 3, EYE DROPS x 3, PHOENIX DOWN x 2. Also, talk to the squatter monkey lady to get your monkey-catching prize of the CHAOS MAELSTROM GG. Now, go to talk to Dona, watch the scene, go upstairs to flagrantly burgle her yet again (to the tune of 2,000 gil), then leave. There are still some more chests to get, so say "not now".

Behind the house next to Dona's is LIGHT CURTAIN x 2, and across the bridge is LUNAR CURTAIN x 2 near the telescope, which of course you should look through. Head up and seek out the STAR CURTAIN and HOLY WATER x 3. Go back and save the game in case you screw up, and head to the gate at the north end of town. The rules are all explained in careful detail, so basically wait until they open the gate for one of the villagers, switch cameras to check that the guard Dona is talking to isn't looking, then run through. It's really simple, but the prize is pretty good, so you want to make sure you nail it.

Run over the bridge and get your reward (BUSHIDO LORE), and on into the forbidding woods, which you will find yourself in after a short scene. Now, all three paths are blockaded, so run to each one just for the little scene you get. Now, you need to find a way through – or more accurately, over. The way up is a fallen tree trunk, just to the left of the crossroads north of the save sphere – it's not too hard to find.

Storm towards the temple (getting a new mission on the way), and save at the sphere you find. Take the lift down, battling through the fiends that attack, talking to Barthello, and clicking on the blue flames when you see them, to trigger fights and put them out. When you get to the room with three blue flames, do the top one last. Go down the steps, make very sure you grab that sphere lying innocently on the ground – it's the SAMURAI DRESSPHERE. Tasty. Pretty soon, there's another boss battle, and it's with another Aeon! Ifrit, in fact, so try to equip any flame-retardant acccessories you may have lying around.

IFRIT

- **HP:** 8,820
- **MP:** 9,999
- **Weak against:** Ice
- **Strong against:** Fire, Gravity
- **Steal:** FIERY GLEAM
- **Rare Steal:** FIERY GLEAM
- **Pilfer Gil:** 1,800
- **Dropped Gil:** 1,300
- **Drop:** ANGEL EARRINGS
- **Rare Drop:** ANGEL EARRINGS
- **Exp:** 1,800

OK, so use Ice spells/attacks/items on him. Did you really need us to tell you that? We suspect not, but you can never be too careful. If you want to experiment with Samurai, go for your life, but of course you won't have any real skills yet (unless you've done some seriously hardcore power levelling). Once killed, it's time to return to Bevelle – some new stuff has opened up there, you see.

PR/MATCHMAKING MISSION

1. Cross the bridge from the save sphere, there's a man standing with a woman to the NE
PR: "Would you like to hear about Argent, Inc.?"

2. The woman that the man is with
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "Find your better half"

3. Over the bridge from save sphere, man in blue with a yellow sleeve
PR: "Argent. Fun you can rely on."
—-In the next area, go up the stairs to the right hand walkway—-

4. Woman standing next to a man under the stairs of a bridge
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."
—-go to the left hand path—-

5. In the very SW of the area, the man with the green top standing in a group of people
PR: "Argent. Fun you can rely on."

6. Same place, man with blue top
PR: "Would you like to hear about Argent, Inc.?"

7. In the southwest area, the man standing by the door of the hut next to Dona's
PR: "Would you like to hear about Argent, Inc.?"

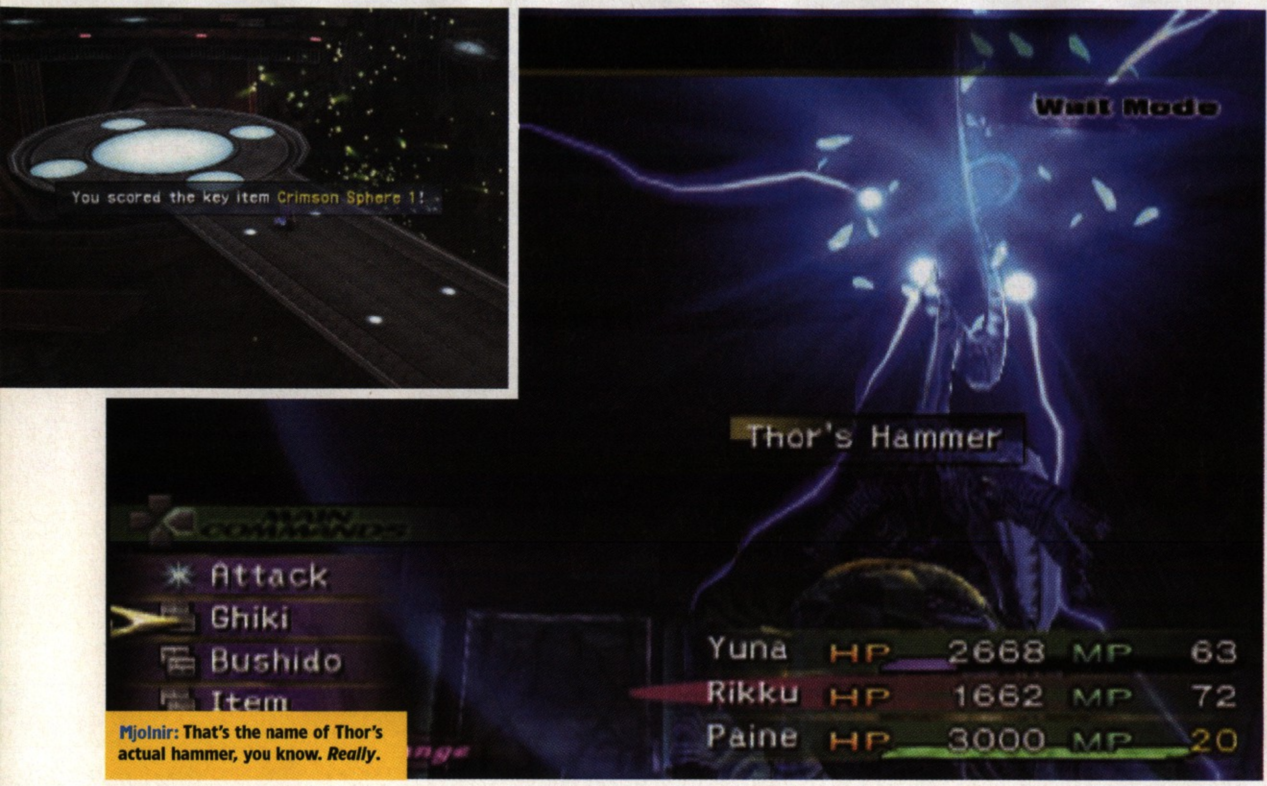
BEVELLE

After the scene, head into the temple and head to the balcony via the lift up. Walk right and converse with the first man there to get an ELECTROCUTIONER accessory, and the second man to get a HYPNO CROWN. At the end is a special lift, which you can toggle between red and blue. Set it to red, and take the main lift down. Go to the left room and press q by the blue pedestal at the bottom of the screen, then take the main lift once more. Go right, and spy Gippal again. Get the CHOCOBO FEATHER x 2, back to the left, down the stairs and take the other lift to the Cloister of Trials area with the moving walkways.

Raid it for chests; REMEDY x 4, OATH VEIL, 5,000 gil, HI-POTION x 5, POTION x 9 and PHOENIX DOWN x 5, then leave by the top right exit. Save your game to the right, there, then dive into the big hole. Back down the chain to the annoying blue/red tower area. The two top towers and the bottom left tower have chests on the platforms behind them; FAERIE EARRINGS, 800 gil and BEADED BROOCH respectively.

Go down to the third step again, into the orange doorway, and get the ETHER x 5 and the REMEDY x 5. Take the left path and activate the two pillars again. Across the bridge, by the big spinny machine, is a barely-worth-it chest of PHOENIX DOWN x 6. Follow the path on the left again, just like last time around, and when you get to three lift junction, take the one on

➔



You scored the key item Crimson Sphere 1!

Mjolnir: That's the name of Thor's actual hammer, you know. *Really.*

the right. Get the REMEDY, then activate the two blocks and take the lift up to the next area, where you found the darkly delicious Dark Knight dressphere before. Save your game, and head to the room Vegnagun used to occupy. Watch the scene, and get ready to fight a Marlboro. Evil bastard. When all the plot stuff has run its course, pick up the CRIMSON SPHERE 1 and beam back up to the CELSIUS.

DJOSE TEMPLE

Another temple, another wave of fiends to annihilate, another old Aeon friend to put down. Oh, and another AL BHED PRIMER after the scene. Basically it's business as usual, sprinting into the temple and taking the lift up, not forgetting the STAMINA SPRING on the way. An enemy to watch out for here is the Tomb. It has Stone Breath which can petrify everyone, but at least one of your ladies should be wearing that Ribbon you got earlier, and sufficiently advanced Dark Knights are immune anyway. Also, a Gun Mage can learn Stone Breath, which is a bonus.

Upstairs, snatch the WRISTBAND, then push the top middle pedestal forward to open the way on. Quick scene, quick boss. Ixion, nice to see you again!

IXION

- **HP:** 12,380
- **MP:** 9,999
- **Weak against:** Water
- **Strong against:** Lightning, Gravity
- **Steal:** SPRINT SHOES
- **Rare Steal:** SPRINT SHOES
- **Pilfer Gil:** 3,000
- **Dropped Gil:** 1,800
- **Drop:** SOUL OF THAMASA
- **Rare Drop:** SOUL OF THAMASA
- **Exp:** 2,600

Again, he's an elemental Aeon, so hammering him with Water-based spells/attacks/items makes the fight go by all the quicker. His Aerospark is actually quite dangerous, and his Thor's Hammer even more so, since it's technically non-elemental and so accessories which reduce lightning damage will have no effect – pay extra close attention to your HP. Make sure to steal from him, and pilfer his gil, then have one girl constantly topping up your health while the other two mash him. For an end-of-chapter boss, he ain't all that, as the Americans would say. But you do end up getting the UNWAVERING GUARD GG, CRIMSON SPHERE 2 and CRIMSON SPHERE 3.

You'll have a short section wandering around the Farplane. This is a bit funny, but you'll need to mash ⊗, until you hear four whistles. Again, it's a percentage thing, so make sure you hear four of them. It will make sense when you do it.

CHAPTER 4

This is an unusual Chapter, in that it's spent mostly on the CELSIUS watching all those CommSpheres that Shinra was placing so very busily all the way through Chapter 3. It's also terribly short. Before you do anything else, raid the Engine Room again for REMEDY x 6, TURBO ETHER x 3, PHOENIX DOWN x 7 and HI-POTION x 8, and go rest in your room.

Talk to Paine on the bridge, wait for the scene to unfold, and return to the bridge for another AL BHED PRIMER. It's a good idea to make sure you've watched all your spheres with Shinra at this point, too. When you've tidied everything up, prepare to put in some fairly serious time, without getting much in return. It's CommSphere-tastic!

As long as you saw Shinra plant the CommSphere there last Chapter, you'll have the chance to view said CommSphere now. It's pretty dull, but it all counts towards getting 100%, for the people who are particularly concerned about that bit. Just like the regular cut-scenes, you must never ever skip over a CommSphere scene before it's done. This isn't always obvious, so it's best to wait a few seconds after they seem to finish, just in case. At first, you only have four CommSpheres open to you, so view them in order:

Besaid
Kilika
Mushroom Rock Road
Bevelle

Talk to Buddy then Paine on the bridge to move onto the next bit, where you can suddenly see CommSpheres from all over Spira. Follow this next list precisely to get what you need from each area.

Besaid x 7
Kilika Temple x 2
Kilika Port x 5
Luca x 4
Mi'ihen Highroad x 1 (this starts a side mission)
Mushroom Rock Road x 6
Djose Temple x 6
Moonflow x 4
Guadosalam x 6
Thunder Plains x 3
Macalania Woods Entrance x 2
Macalania Woods Travel Agency x 9
Bikanel Desert Excavation Camp x 2
Bikanel Desert Cactuar Nation x 2
Bevelle x 5
Calm Lands Travel Agency x 4
Calm Lands Chocobo Ranch x 5
Mt Gagazet Mountain Gate x 2
Mt Gagazet Hot Springs x 16

Right, the Mi'ihen Highroad Mystery. Rin wants you to help get to the bottom of some mysterious goings-on, which basically means going through some cameras, looking for oddness, and calling him to the scene. There are hundreds of different permutations here, and several suspects that could potentially be nailed in Chapter 5, so save beforehand, experiment by switching around between cameras, waiting for a while, seeing what happens, and have fun with it. Ideally, if you hunger for that 100% completion thang, you need to finger Rikku – so to speak.

Once you're convinced that you're finished, talk to Buddy to head Moonflow-wards.

MOONFLOW

Head towards Tobli's wagon, and you'll see him scarper. Get used to it, you'll see that a lot in the next five minutes. Basically all you have to do is keep running to and fro, chasing after him (you'll need to take the Shoopuf ride) until finally you catch up with him at the entrance to Guadosalam. Speak to him to end this mission, and earn the BLACK TABARD GG.

PR/MATCHMAKING MISSION

1. Early on the road to Moonflow is an Al Bhed woman on the left
PR: "For a good time, call on Argent!"
Matchmaking: "Find your better half!"

2. Little Shinra-a-like by the save sphere
PR: "Would you like to hear about Argent, Inc.?"
—-walk to the Shoopuf area—-

3. Child wearing red next to the stairs
PR: "Would you like to hear about Argent, Inc.?"
—-take a ride on the Shoopuf—-

4. The woman loitering at the bottom of the screen
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The man of your dreams awaits!"
—-walk towards Guadosalam—-

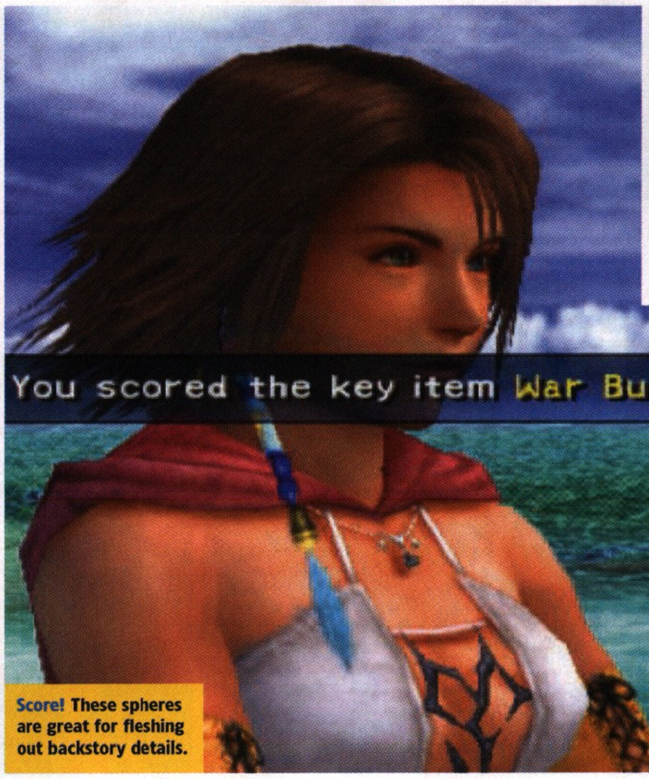
5. An old woman at the entrance
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

CELSIUS

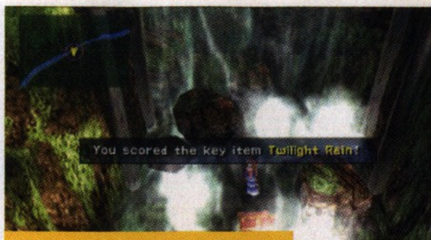
Save your game, and head to the Cabin. Speak to Rikku to start up the next minigame, which is either incredibly difficult, or incredibly easy. If you want to play by the rules, you need to match the symbols that flash up (○, △, □ and ⊗) – timing is everything. You need to get 150 points or more for the top prize, and it can be immensely frustrating. So cheat. Hammer all four face buttons as quickly as you possibly can until time runs out, and you should get anywhere up to 900 points, four times the score you need. Don't ask us why it works, it just does. Guess what? Yes, that's right, time to watch more CommSpheres!

Besaid x 6
Kilika Port x 4
Luca x 5
Mushroom Rock Road x 6
Moonflow x 3
Guadosalam x 8
Thunder Plains x 1

ll not rest until all of Spira
slave for you and your dancing!
Help
Select a location below to connect to its CommSpheres.
Location
Besaid Island
CHAPTER 4
COMPLETED 94 %
Besaid Island
Kilika Island
Luca
Mi'ihen Highroad
Mushroom Rock Road
Djose Temple
Moonflow
Guadosalam
Thunder Plains
Macalania Woods
Bikanel Desert
Bevelle
Calm Lands
Mt. Gagazet
Zanarkand Ruins



Score! These spheres are great for fleshing out backstory details.



Flower power: This allows Floral Fallal to exceed 9,999 damage.

Macalania Woods Entrance x 5
Macalania Woods Travel Agency x 7
Bikanel Desert Excavation Camp x 1
Bikanel Desert Cactuar Nation x 2
Calm Lands Travel Agency x 1
Calm Lands Chocobo Ranch x 5
Mt Gagazet Mountain Gate x 7
Mt Gagazet Hot Springs x 1
Zanarkand Ruins x 4

Once you're done, and you're sure you're done, head to Thunder Plains by talking to Buddy.

THUNDER PLAINS

At last, some action! It's easy enough to find the entrance to the maze type area, a Hypello is standing right next to it. Conveniently, he also refuels your HP/MP. Right, into the labyrinth. It's quite small, but fiddly. Take the first right for an X-POTION, then back to the middle, and indeed left. There's a HASTE BANGLE at the (dead) end, so backtrack a little to hop up onto those rocks. Turn left, then right, and – oh look – PHOENIX DOWN x 2. Retrace your steps, and turn right at the junction, falling into a lower level. Turn right here, then climb some rocks for an ELIXIR. Now head right for the boss at the top.

ZALAMANDER

- **HP:** 12,850
- **MP:** 276
- **Weak against:** Ice
- **Strong against:** Gravity
- **Steal:** SUBLIMINATOR
- **Rare Steal:** SUBLIMINATOR
- **Pilfer Gil:** 1,300
- **Dropped Gil:** 930
- **Drop:** CRIMSON RING
- **Rare Drop:** CRIMSON RING
- **Exp:** 1,200

Steal. Pilfer. Attack. Heal. Blizzaga. Rinse and repeat. There's a BLACK RING in the chest behind it. Mission complete!

CELSIUS

Speak to everyone, except Tobli. Save the game, make sure you've done everything you wanted/needed to do, then tell Tobli: "On with the show!" One very impressive cut-scene later, talk to Maechen on the bridge. Buddy tells you Leblanc is looking for you, so go down to the Engine Room and you will eventually get the CRIMSON SPHERE 5 from her.

CHAPTER 5

CELSIUS

Well, this is it. If you like, you can go straight to the end of the game, now, kill the final boss and see the ending. You know it's going to be a cracker, this is *Final Fantasy* after all. On the other hand, you may have noticed that (if you've been thorough in the game so far) everywhere except Bevelle is a hotspot now – for a reason. If some of them are missing, don't worry. You missed something, but you can get it next time around. Only next time you'll start with loads of cool stuff. Rah!

For some reason, doing Zanarkand last seems to screw things up, so we'll do it first and get it out of the way.

ZANARKAND

Watch the scene then talk to Maechen. Listen to his rambling tale, then pop into the temple and scout around for the DISPEL TONIC x 3 and PHOENIX DOWN x 4.

BESAID

After you've followed Wakka into the temple, talk to him, then run to the waterfall path. That bit where you fall down – do it again for a TWILIGHT RAIN, which is pretty crucial if you want to make the most of Yuna's Floral Fallal dressphere. There's an ETHER x 4 in the cipher cave, down the right hand path, and a MEGA-POTION if you take two lefts. Run to the docks to talk to Beclem, and receive the WAR BUDDY SPHERE. Run back to the village, speak to Wakka when you see him, and head into the village for scenes aplenty.

PR/MATCHMAKING MISSION

1. Woman standing inside the first tent on the right
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

2. Man inside first tent on the right
PR: "Fun awaits you at Argent!"

3. Female shopkeeper, first tent on the left
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

4. Dog-walking woman
PR: "Argent. Fun you can rely on."
Matchmaking: "The man of your dreams awaits!"

5. The little boy playing around the temple area with the little girl
PR: "For a good time, call on Argent!"
—walk to the beach—

6. Keepa (tubby blitzballer)
PR: "Fun awaits you at Argent!"

KILIKA

There's plenty of chests, and some great items to be had in here, so let's get cracking. You're not stupid, you know the locations of all the chests around here, so we'll just give you a checklist so you can make sure you got it all; ETHER, MANA TABLET x 2, REMEDY, REMEDY, PHOENIX DOWN x 3, LIGHT CURTAIN x 3, 3,000 gil (from Dona's house), LUNAR CURTAIN x 3 (by the telescope man), DISPEL TONIC, and STAR CURTAIN x 3.

Talk to the telescope fellow, and assuming you remembered to talk to him in Chapters 1 and 3, you can get a ferry over to the Youth League HQ, and open a slightly-tricky-to-see chest containing the INVINCIBLE, which breaks the damage limit of 9,999. Invaluable. There's also a hyperactive child running back and forth the stairs, who will give you GEORAPELLA COINS x 5. Head to the gate (yes, even though it seemed to be shut tight the first time), and after a scene you'll be able to get through into the forest. Remember the chest you had to jump to? On the right-hand side? Course you do. Go there again for the ARCANE LORE, and to find Chiapa the Cactuar. Get him, and head to the temple for a scene with Dona and Barthello. Presumably if they had kids it would be called Donatello. Regardless, you get the TRICKS OF THE TRADER GG, and end up on the Celcius. Well, frankly, you weren't ready to go back, so head right back to Kilika and into the temple. Don't go as far as the Cloister of Trials yet – the right-hand room holds a MEGA-POTION. Right, now go into the Cloister, and loot it for the CAT'S BELL, ETHER x 2, TURBO ETHER x 2 and the WIZARD BRACELET.

PR/MATCHMAKING MISSION

1. Cross the bridge from the save sphere, there's a man standing with a woman to the NE, standing under the lower part area, below where they were in the last Chapter
PR: "Would you like to hear about Argent, Inc.?"

2. The woman that the man is with
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "Find your better half"

3. Over the bridge from save sphere, man in blue with a yellow sleeve
PR: "Argent. Fun you can rely on."
—Take the ferry to the next area—

4. Balloon-grasping man with green top
PR: "Argent. Fun you can rely on."

5. Balloon-grasping man with blue top
PR: "Would you like to hear about Argent, Inc.?"
—take the stairs to the right-hand path—

6. The woman dressed in blue, standing on the bridge
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."
—head over the bridge to the left-hand path—

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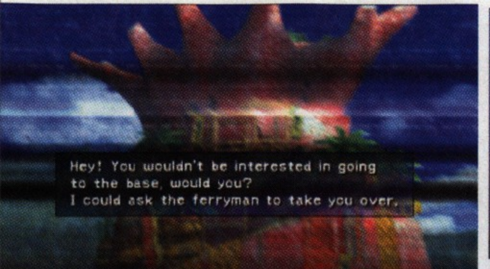
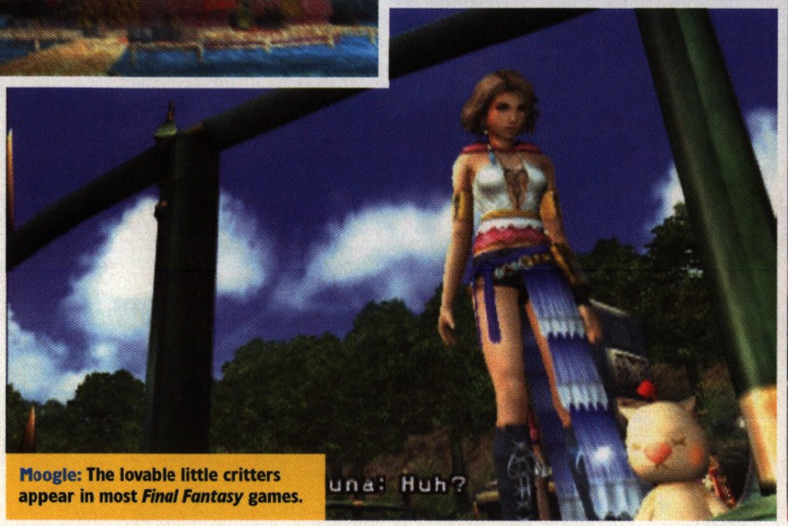


Hey! You wouldn't be interested in going to the base, would you?
I could ask the ferryman to take you over.



Moogle: The lovable little critters appear in most *Final Fantasy* games.

J'accuse! Making Rikku the culprit gets you a fantastic item – Ragnarok.

7. The man who used to be standing in the doorway of that hut, now standing in the lower section holding balloons
PR: "Would you like to hear about Argent, Inc.?"

LUCA

Well, finally! Blitzball! Yay! Oh, wait... it was by far the weakest link in the *FFX* chain, so we can excuse you not wanting to rush into playing it all over again. Thankfully, this time, it's more a managerial game, and quicker to get through. Nevertheless, there's very little reason to play it, other than a pretty cool item called the AP Egg, and – we suppose – perfectionism.

Go towards Mi'ihen Highroad, until you see a chest – it holds LIGHT CURTAIN x 3. If you played *FFX*, and remember the bit where Tidus taught Yuna how to whistle, you need to go and stand there. If you don't, it's by the semi-circular balcony overlooking the square. There'll be a scene, and a new mission, to follow the Moogle. Do so, all the way to the stadium, then to the boat waiting at the dock. Easy.

PR/MATCHMAKING MISSION

Instead of beaming down to the balcony area, you now appear in the stadium itself, a change which is taken into account in the following order:

1. Little kid holding a blitzball by the counter
PR: "Argent. Fun you can rely on."
—-leave via the right exit—-

2. Woman in white wandering around the dock
PR: "Argent, at your service!"
Matchmaking: "I have the perfect person for you!"
—-leave via the north exit—-

3. That woman who appears on the right edge of the screen
PR: "Argent. Fun you can rely on."
Matchmaking: "I have the perfect person for you!"

4. The distant man in white way up to the north
PR: "Fun awaits you at Argent!"
—-leave via the right exit—-

5. There are two blokes chatting behind a stack of boxes – you want the one on the left
PR: "For a good time, call on Argent!"
—-leave via left exit to come full circle, then walk to the square—-

6. Man in brown, sitting on a bench to the left
PR: "Would you like to hear about Argent, Inc.?"
—-go up the stairs to the balcony area—-

7. The woman sitting next to some bloke on a bench
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

8. The woman sitting alone on a bench
PR: "For a good time, call on Argent!"
Matchmaking: "I have the perfect person for you!"

MI'IHEN HIGHROAD

Depending on the evidence you gathered in Chapter 4, you will get a reward from Rin. And that's the episode complete! However, that's not all you can do here, no sir. Now, you can ride the Chocobo along the Highroad. Take it to the Luca end, then ride it all the way along to the travel agency, making sure to find the PHOENIX DOWN x 5, BLACK BELT (behind the dome thing), 3,000 gil, REMEDY x 2, HI-POTION x 3, TITANIUM BANGLE, and the HOLY WATER x 6 along the way.

There's a REMEDY x 2 by the agency, then you can charge onwards along the road. Past the bridges, there's a stone pillar. Stop around here, look for a Chocobo feather on the ground, and jump up using the menu that eventually pops up. PHOENIX DOWN x 5 is yours. Wow. Leave the screen, return, do it again, and you'll fall into a lower area, with the really rather crucial VICTOR PRIMORIS within. This lets Full Throttle do more than 9,999 damage. Continue onwards to the next screen, where an M-BOMB x 5 lingers coquettishly, then it's SW into the open area, and a SOFT x 5. Nearly there now. Keep going for a HI-POTION x 3 on the right, and right at the dead end, an ECHO SCREEN x 5.

There's also an optional dungeon you can find on the Highroad, and while it's not all that great, we'll show you what to do anyway. Firstly, get a Chocobo up to level 5 at Clasko's Ranch. Send it to Mi'ihen Highroad until it discovers the dungeon. It will be located around where you killed the Chocobo Eater, and appears as an eerie green mist. Watch out – when you enter, there's no minimap to help you out.

The aim of the (mini)game is to blow down certain walls. You'll need lots of bomb type items for this, so try to Bribe the random encounters if you can afford it, for plenty of them. You can tell which walls are vulnerable, because Yuna's skirt will blow around a little, as if a draft were getting through. Weak walls will need S-BOMB x 5. Medium walls will need M-BOMB x 5. Strong walls will need L-BOMB x 9. You can find items this way, most notable four 'Tome' type accessories, which you can't get anywhere else.

Keep fighting and blasting your way through until you get to the boss. First things first, equip something that absorbs fire damage, and something that stops sleep.

KING VERMIN

- HP: 39,857
- MP: 872
- Weak against: None
- Strong against: Fire, Gravity
- Steal: TURBO ETHER
- Rare Steal: TURBO ETHER x 2
- Pilfer Gil: 5,000
- Dropped Gil: 3,500
- Drop: Power Gloves
- Rare Drop: Power Gloves
- Exp: 5,000

If his fire magic doesn't hurt you, and he can't put you to sleep, the greatest hardship you'll face is whittling down his huge HP. Drop him, finally, for the FONT OF POWER GG.

PR/MATCHMAKING MISSION

1. Woman in blue standing by the statue
PR: "Fun awaits you at Argent!"
Matchmaking: "Find your better half!"

2. The woman standing with her by the statue, back to you
PR: "Argent, at your service!"
Matchmaking: "Do you believe in... destiny?"

3. A man standing close to the end of the first area, on the right
PR: "For a good time, call on Argent!"
—-head through the second area, and into the third—-

4. The Al Bhed woman immediately on the left
PR: "Argent. Fun you can rely on."
Matchmaking: "I have the perfect person for you."

5. Further along this path, in a nook on the right side, there's a man
PR: "Argent, at your service!"
—-walk to the travel agency—-

6. Head left to the cliff for a man sitting down
PR: "Fun awaits you at Argent!"
—-walk into the agency—-

7. Woman sitting on the left, in the corner
PR: "Argent, at your service!"
Matchmaking: "The man of your dreams awaits!"

8. Man sitting next to her
PR: "For a good time, call on Argent!"
—-leave the agency, exit to next area—-

8. Keep going til you see a woman in yellow standing on a bridge
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"

9. Further still, a little boy standing near the gate to Mushroom Rock Road
PR: "Would you like to hear about Argent, Inc.?"
—-go down the SE path—-

10. Man wearing purple top
PR: "Argent, at your service!"

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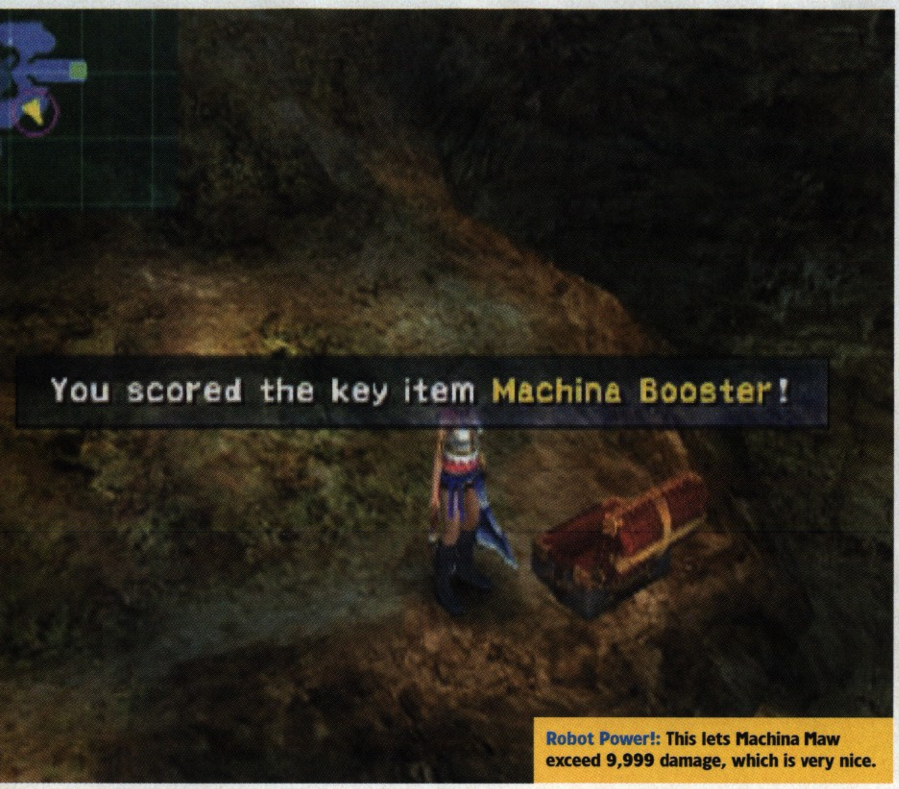
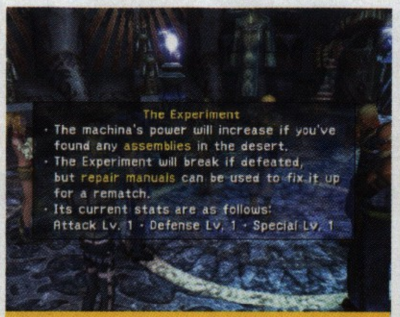


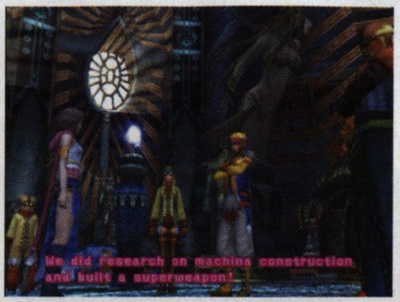
You scored the key item Machina Booster!

Robot Power!: This lets Machina Maw exceed 9,999 damage, which is very nice.



The Experiment
· The machina's power will increase if you've found any assemblies in the desert.
· The Experiment will break if defeated, but repair manuals can be used to fix it up for a rematch.
· Its current stats are as follows:
Attack Lv. 1 · Defense Lv. 1 · Special Lv. 1

Experi-mental: The machina will be very weak at first, but you can make it stronger.



We did research on machina construction and built a superweapon!

Stole Turbo Ether!
MAIN COMMANDS
Attack
Trigger Happy
Gunplay
Black Magic
L1 Spherechange
Yuna HP 3156 MP
Rikku HP 1731 MP
Paine HP 3122 MP

—-move into next area—-

11. The woman standing alone in the area, with a machina to her far right
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"
—-walk to the end of the road—-

12. Man sitting top
PR: "Fun awaits you at Argent!"

13. Man sitting bottom
PR: "For a good time, call on Argent!"

MUSHROOM ROCK ROAD

The first left-hand path leads into a little scene, the second left-hand path, as you know well by now, leads to a little treasure area (MEGA-POTION and 2,500 gil). Back to the path leading to the Youth League, and you get a new mission. It's similar to the one where you had to win six consecutive fights in front of Rin's shop, but this time there are seven fights, and the opponents are more human than fiend. Oh, and you can heal between fights, which makes it all too easy, really.

You get beamed back to the Celsius – again, too soon! Come back to Mushroom Rock Road, and head down into the canyon for TURBO ETHER x 3, ELIXIR, and another ELIXIR. Now head back up, to the lift at the north end. Make sure to get the MACHINA BOOSTER from the chest before taking it up. Saunter right into the HQ, and to the Observation Deck, where Lucil will give you NOOJ'S SPHERE. Go and watch it.

DJOSE TEMPLE

Experimental new weapon? Oh, man. This kind of a situation NEVER ends well. Take him on to start a boss battle.

EXPERIMENT

- **HP:** 18,324
- **MP:** 0
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** TURBO ETHER
- **Rare Steal:** TURBO ETHER
- **Pilfer Gil:** 5,000
- **Dropped Gil:** 0
- **Drop:** Nothing
- **Rare Drop:** Nothing
- **Exp:** 0

You had better hope you didn't struggle too much, because that was the Experiment at its weakest level. We're going to deliberately make it as powerful as it can be (level 5), then come back to fight it again! Madness? Maybe. But what the hell. After killing it, you'll get an AL BHED PRIMER. Now go to the main temple, and into the left hand door (the middle one taking you to the Cloister). The Al Bhed in here will give you the "HOW TO REPAIR WITH SOUL" key item. This will allow you to challenge the Experiment again. There are four other key items that do the same, but we should only need one. Head off to Bikanel Desert and keep digging for Assembly Types until you have enough points to make it level 5. You need 38 points. Each Assembly Type Z is worth 5 points, each Assembly Type S is worth 3 points, and each Assembly Type A is worth 1 point. When you come back and fight him again at level 5, the only thing to have changed will be his attacks – still, strangely, the same amount of health.

EXPERIMENT

- **HP:** 18,324
- **MP:** 0
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** TURBO ETHER
- **Rare Steal:** TURBO ETHER
- **Pilfer Gil:** 5,000
- **Dropped Gil:** 0
- **Drop:** Elixir
- **Rare Drop:** Elixir
- **Exp:** 0

It can slap you for a fair bit of damage, but it shouldn't be anything overwhelming for you, at this late stage. Make sure that at least one Gun Mage learns Annihilator from Experiment, this is your one and only chance (this playthrough).

Killing it a second time will complete the episode and gets you the MAGICAL DANCES VOL II key item, which is used with the Songstress dressphere.

PR/MATCHMAKING MISSION

1. Woman in yellow outside shop
PR: "For a good time, call on Argent!"
Matchmaking: "The man of your dreams awaits!"

2. Al Bhed woman outside the tent
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

3. Man sitting on the ground, outside the shop
PR: "Argent, at your service!"
—-move south into next area—-

4. Man wearing yellow
PR: "Argent. Fun you can rely on."

5. Man wearing orange
PR: "Fun awaits you at Argent!"

6. Woman wearing purple
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"

7. Man wearing green, walking in circles
PR: "Would you like to hear about Argent, Inc.?"

8. Al Bhed woman in red, standing near the entrance
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"

MOONFLOW

Nothing too complex here, just go up to Tobli and choose to hit the stage. That's your lot. ◎ to exit.

PR/MATCHMAKING MISSION

1. As soon as you enter the road to Moonflow, there will be an Al Bhed woman on the left
PR: "For a good time, call on Argent!"
Matchmaking: "Find your better half!"
—-enter moonflow south bank—-

2. Boy in yellow walking around near save sphere
PR: "Would you like to hear about Argent, Inc.?"
—-head into Shoopuf area—-

3. Youngster by the stairs, wearing red
PR: "Would you like to hear about Argent, Inc.?"
—-ride Shoopuf to north bank—-

4. Woman at the bottom of the area
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The man of your dreams awaits!"

GUADOSALAM

Wander up to Leblanc's joint for a quick scene, then inside it for another. Head out again, and bear right until you get to the door at the end of that path. Inside is a chest which, if you have paid attention, should contain the KAISER KNUCKLES. If you had failed to beat bitter Ronso Garik earlier in the game, it would hold the the KEY TO SUCCESS, which is a fantastic little item, but stops you getting 100% in one playthrough. Speak to Tromell, near the musicians in the main area, to complete the chapter. Once more, you are prematurely beamed on board your airship, so let's beam right on back. Remember that house that has been mysteriously locked all this time? Go inside for the TEMPERED WILL GG and BARALAI's SPHERE, not to mention another TETRA BRACELET. Go back and watch that sphere.

PR/MATCHMAKING MISSION

1. Old woman near entrance (have to leave Guadosalam to find her)
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"
—-back in Guadosalam—-

2. Inn Keeper
PR: "Argent, at your service!"
—-walk to the upper level—-

3. Hypello on right-hand side

➔

"You're **** and you know you are!"
Player I
LMA All Stars
Fantasy Team
Club Name
Club Kit
Badge
Stadium
Stadium Name
Accept Club
R3 Team Kit
• New Game • One Player • Fantasy Team • Normal • Full
Select Back
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You scored the accessory Pixie Dust!

You scored the accessory Tetra Bracelet!

Finally! This is the room in Guadosalam you were barred from...

The Ronso blues: Garik is never happy unless he's fighting.

PR: "For a good time, call on Argent!"

4. Little girl queuing up to get into the house
PR: "Fun awaits you at Argent!"
—walk into item shop—

5. Porky customer
PR: "Argent. Fun you can rely on."

6. Shopkeeper
PR: "Argent, at your service!"

THUNDER PLAINS

This is where it gets confusing. Well, eventually. It starts off simply enough, with a mini boss fight at each of the 10 towers. The first nine are with Rhyos, leaving behind treasure chests, The contents of these will vary depending on how many towers you successfully calibrated in Chapter 2 or 3. If you got all ten, look forward to getting another Ribbon. Otherwise, it's mostly stuff you can get elsewhere.

The tenth tower is a proper boss, so be prepared.

HUMBABA

- **HP:** 27,772
- **MP:** 785
- **Weak against:** None
- **Strong against:** Lightning, Gravity
- **Steal:** HI-POTION x 2
- **Rare Steal:** ETHER
- **Pilfer Gil:** 1,800
- **Dropped Gil:** 550
- **Drop:** HI-POTION x 4
- **Rare Drop:** NULSHOCK RING
- **Exp:** 1,800

Mighty Guard is a pain, especially when he has pretty high HP, but there are ways to rid him of beneficial status effects. This sucker absorbs Lightning, so don't even think about using it. He also does killer damage with his Uppercut, so have at least one of your ladies using a powerful heal spell/item every turn, to be safe. Curaga is great, but costs a lot of MP. Either equip something that makes it cost less, or make Paine a Trainer and use HP Flurry, or something else equally cunning of your own devising. There's a sting in the tail, too. When you finally kill him, he'll drop a load of meteors on your head. Damage varies, but bank on getting pummelled for around 1,500. The VALIANT LUSTRE GG is your reward.

You get the chance to duck down a new hole that's appeared, but politely decline for now. First, go and save your game. You should also equip items that minimise the danger of getting poisoned/struck by rather powerful bolts of lightning. Then, feel free to go into the hole. Make sure you pick up the DIAMOND GLOVES, HYPER WRIST, and MYSTERY VEIL, and talk to Cid too. Once he's finished, you have another boss battle.

MACHINA PANZER

- **HP:** 30,500
- **MP:** 1,247
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** OATH VEIL
- **Rare Steal:** OATH VEIL
- **Pilfer Gil:** 2,500
- **Dropped Gil:** 10,000
- **Drop:** CRYSTAL BANGLE
- **Rare Drop:** CRYSTAL BANGLE
- **Exp:** 4,300

Remember way back when we warned you about those three Watchers? Here they are again, and if during any previous fight the appropriate Watcher witnessed you using an attack, special attack, or recovery ability, you will now find it locked. If you followed our advice, you'll find this pretty straightforward. If not, you could potentially be in trouble. Well, tough, you should have listened!

Destroy the Watchers as quickly as you can, then pour on the damage to Panzer boy. He has a decent range of attacks, with decent damage, but you've faced worse already.

You get an AL BHED PRIMER for demolishing him, and will end up back on Celsius. Cid will be up on Deck, muttering about something or other. Return to the Bridge for some familial tensions, and save the game. At this point, you could go back to Thunder Plains, because there's a new sidequest there. However, it's staggeringly complex, and you have to have several spare hours, some A4 paper, and a sharp pencil. Plus, you have to go through the whole damn thing twice, and you only get an accessory for it. It's called the FORCE OF NATURE, and it's pretty cool, but it's a lot of work. There is also a garment grid in the dungeon – SALVATION PROMISED GG. If you really desperately want to get every last GG, go for it, but make sure you have a Charm Bangle equipped, because otherwise the whole thing will go down the toilet.

MACALANIA WOODS

There's always a treasure chest there, and you probably already know where we're going to tell you to go first, right? Yep, sparkly bridge, junction north, dead end, RUNE BRACER. Head back to the save sphere and start walking along the normal twisty path. You'll shortly stumble across a SNOW RING. Now head for the "X" crossroads. Go NE for a quick scene, and NW for some plot gubbins to do with O'aka.

Get the ELIXIR next to the agency, then back to the "X" and this time, head back to the save sphere area, then two screens to the right to the "+" crossroads. South is the spring, and another scene, followed by a second when you walk to the shoreline. RAY OF HOPE GG is yours!

MOUNT GAGAZET

Head south from the save sphere to trigger a scene between good ol' Kimahri and Garik. Talk to ol' blue hide again for another little moment of story. But that's not the last of it. Either walk, or teleport, to the Mountain Trail area and follow the path up and to the left – there they are again. The conversation will differ if you defeated Garik earlier or didn't complete the mission. SACRED BEAST GG, come to Daddy.

Beam down to Gagazet one more time, and you'll appear near the Hot Springs. Head left, and climb the cliff to find Kimahri and friends relaxing. Head right, across a narrow bridge, and talk to Lian and Ayde, who will end up giving you the CONFLAGRATION GG. We're done here.

BIKANEL DESERT

Time to sort and reunite some green, spiky families. There's some big fiend problem, but essentially it's back to what we were doing before. Return ickle Chiapa to his mother's loving embrace, and the next cactuar to find is called Erio. Guess what? He's back on Mount Gagazet. Warp up to the Mountain Path, keep walking up, and you'll find him alright. Next up is Bartschella. She's in Dona's house, which is simplicity itself. Next! Frailea is... Uh oh. She's in the rogue cactuar lair. Talk to Marnela again to get a mission taking you into the forboding Cactuar Hollow. Unluckily for you, after a few normal encounters, all the monsters you fight will be of superhuman size and strength, for reasons which will become apparent.

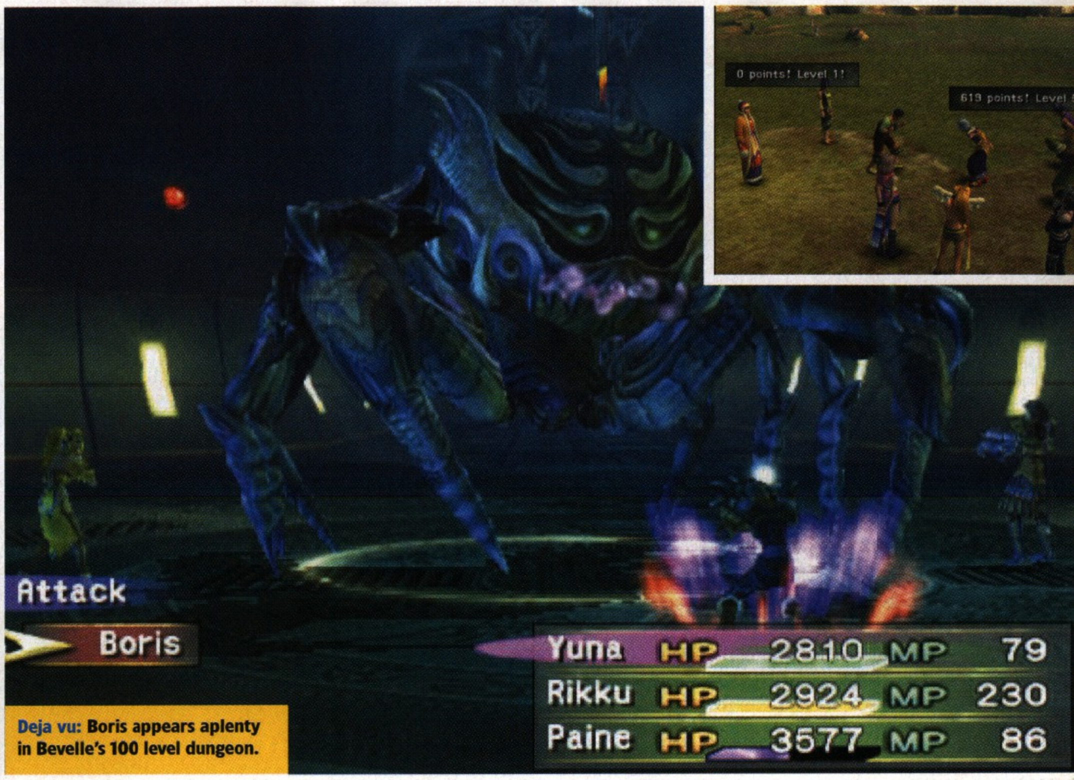
At the junction, go up, climb some rocks, and lay your sticky mitts on an ETHER. Back down again, you'll eventually fall into a sand trap thing. Scary! Or not. If you don't make it, you will reappear back where you got the Ether. Go through as many times as it takes for you to get all the items; FAIRIE EARRINGS, ETHER, HI-POTION, MEGALIXIR, TWIST HEADBAND, ETHER, MUTE SHOCK, BEADED BROOCH, PHOENIX DOWN. Keep doggedly stomping along the path after it and you'll find Frailea. This is the trickiest shoot-out of all, because his two buddies are also cactuar, so focus on their mouths. Frailea has an oval mouth, the other two do not. After you get him, it's another boss battle.

JUMBO CACTUAR (PLUS CACTUAR X 2)

- **HP:** 22,222 (2002)
- **MP:** 1111 (120)
- **Weak against:** None (None)
- **Strong against:** Gravity (None)
- **Steal:** STAMINA TONIC (None)
- **Rare Steal:** STAMINA TONIC x 2 (None)
- **Pilfer Gil:** 0 (180)
- **Dropped Gil:** 0 (120)
- **Drop:** STAMINA TONIC (None)
- **Rare Drop:** RABITE'S FOOT (None)
- **Exp:** 0 (0)

It doesn't have loads of HP, and really doesn't do

not satisfi
22 HITS
Active Mode
Chain x 31
Yuna HP 2553 MP 79
Rikku HP 2944 MP 195
Paine HP 2215 MP 60



Deja vu: Boris appears aplenty in Bevelle's 100 level dungeon.

very much aside from cast Hastega on his little buddies. No sweat. The normal Cactuar are troublesome because their evasion is so damn high, so either raise your accuracy, lower their evasion, or use something like Trigger Happy which will hit them hard and often.

You really, really want to get the rare drop from this battle – RABITE'S FOOT. It boosts your Luck stat by 100, and comes in extremely handy. Consider resetting if you didn't get it.

When you leave, you will get another mission, to destroy the fiend called Angra Mainyu. Now, this is one of the toughest bosses in the whole game, so be careful. Any damage you inflicted upon previous (accidental) encounters with it in Bikanel will carry over – that's the good news. The bad news is... well, take a look at the stats.

ANGRA MAINYU

- **HP:** 333,444
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** MEGALIXIR
- **Rare Steal:** MEGALIXIR
- **Pilfer Gil:** 7,500
- **Dropped Gil:** 5,000
- **Drop:** RIBBON
- **Rare Drop:** RIBBON
- **Exp:** 5,000

Yes, nearly 350k HP. Ouch. It's probably best to come back when you're a much higher level for this sucker, in truth. The cheapest and easiest way to polish him off is to have two Dark Knights using Darkness every turn, while an Alchemist uses constant Mega Potions and Mixes up some beneficial status effects (Protect, Shell, Haste, Regen) using items. It's also really helpful to use any skill or ability that can suck away his MP, because that will seriously limit his options, and it means he can no longer cast Full Life on those annoying limb things. Other combinations will work just fine too – Beserkers and Samurai have their own strengths, for example.

Beating the beast will earn you the MERCURIAL STRIKE GG.

If you were wondering how to get to the mysterious Central Expanse, it's by sending a Chocobo here to have a nose around. Digging here will eventually get you the DESERT KEY key item, which opens that locked chest at base camp. Inside is the HORN OF PLENTY GG.

BEVELLE

Get to the other end of the long straight road, and trigger a scene with Maroda. As it concludes, you will receive the SCOURGEBANE GG. Head into the tample and then through the right door. You'll see those little scamps the Kinderguardians again, after which you can save and move forward with that teleporter. Nab the CRIMSON SPHERE 6 but don't watch it yet. Instead, jump into that dirty great hole in the ground.

Welcome to Via Infinito. It has 100 levels, but you'll get squashed if you try getting down that far. You 'only' need to do the first 20, thankfully. Basically, you have to navigate around a simple floor plan, find the hole in the ground, and jump in. Unfortunately, not even a Charm Bangle will stop you getting random encounters in here. If you see a Tonberry, do your best to circle around it. Sometimes defeating one gets you a shortcut, but it's up to you to decide whether it's worth the hassle. If you spring a trap where an Elder Drake pounces on you, just weep and reload once he devours you. If you see a telepad – that's your chance to escape and heal. Thank the heavens, you don't have to start again, either, it beams you back to where you were.

At level 20, you'll get a short scene and a boss fight.

ARANEA

- **HP:** 18,280
- **MP:** 178
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** TURBO ETHER
- **Rare Steal:** KINESIS BADGE
- **Pilfer Gil:** 2,200
- **Dropped Gil:** 800
- **Drop:** STAMINA TONIC
- **Rare Drop:** MYTHRIL BANGLE
- **Exp:** 4,000

Super Boris! He follows the trend of being pretty easy to defeat as long as you concentrate, remember what you're usual boss-slaying tactic is, and stick to it carefully. After killing him, pick up the CRIMSON SPHERE 8, refuse to watch it yet, just get the hell out of there. Watch them both from the comfort of the Celsius.

CALM LANDS

Assuming you could be bothered with all those PR missions, and got more than 400 points for Argent, there'll be a little celebratory sequence, a couple of new minigames, and you'll have a new list of cool stuff to buy with the credits you have. Talk to the man to the left of the shop for a Calm Lands Free Pass or Calm Lands Discount Pass (depending on how well you did).

Also, remember to talk to the anxious father of the unmarried fellow for your reward. Remember that chest you saw him fiddle with via CommSphere? Go and open it for your 50,000 gil. Run around opening all the chests in the area, then go to Mushroom Rock Road.

MUSHROOM ROCK ROAD

Go back to the Den of Woes to activate the door and get through, now that you have all 10 Crimson Spheres. Yuna will have to fight Rikku, then Paine, on her own.

RIKKU

- **HP:** 7,800
- **MP:** 92
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** BUSHIDO LORE
- **Rare Steal:** BUSHIDO LORE
- **Pilfer Gil:** 3,000
- **Dropped Gil:** 200
- **Drop:** BLACK LORE
- **Rare Drop:** BLACK LORE
- **Exp:** 800

PAINE

- **HP:** 9,200
- **MP:** 55
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** SWORD LORE
- **Rare Steal:** SWORD LORE
- **Pilfer Gil:** 300
- **Dropped Gil:** 200
- **Drop:** CHAMPION BELT
- **Rare Drop:** CHAMPION BELT
- **Exp:** 800

Obviously the most challenging aspect is having to take them on all on your lonesome. Try using a dressphere with reasonably balanced offence and defence, and take no risks. Except maybe to steal their stuff – it's pretty good.

Thankfully, you get all three girls back for the next boss fight. Yes, another one.

BARALAI

- **HP:** 12,220
- **MP:** 720
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** NATURE'S LORE
- **Rare Steal:** NATURE'S LORE
- **Pilfer Gil:** 300
- **Dropped Gil:** 200
- **Drop:** CRYSTAL BALL
- **Rare Drop:** CRYSTAL BALL
- **Exp:** 1,200

Just like before, only a bit tougher. He'll use Mighty Guard now, and Drill Shot again (still nasty), along with that annoying Looming Glacier attack. Regardless, we'd be seriously surprised if he caused you much more than a teaspoon of trouble.

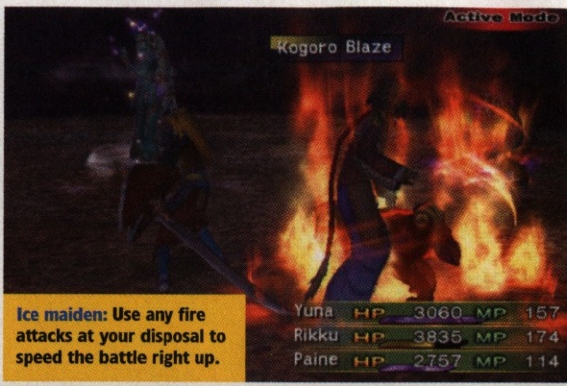
This place is clearly boss central – look who's up next!

GIPPAL

- **HP:** 14,800
- **MP:** 235
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** WHITE LORE
- **Rare Steal:** WHITE LORE

Wait Mode
Chain x 11!
Chain x 12!
Chain x 13!
118
Yuna HP 624 MP 74
Rikku HP 4083 MP 91
Paine HP 4840 MP 94

Sister sister: **These three were the most powerful Aeon in *FFX*, y'know.**



Ice maiden: **Use any fire attacks at your disposal to speed the battle right up.**

Yuna HP 2093
Rikku HP 3374
Paine HP 3736

- **Pilfer Gil:** 15,000
- **Dropped Gil:** 5,000
- **Drop:** MAGICAL DANCES VOL I
- **Rare Drop:** MAGICAL DANCES VOL I
- **Exp:** 1,200

He's really nothing special, given that you've got this far, presumably done your fair share of power levelling, and have all kinds of nasty tricks you've devised for bosses. Take him out. No, not for drinks.

NOOJ

- **HP:** 23,800
- **MP:** 720
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** ARCANE LORE
- **Rare Steal:** ARCANE LORE
- **Pilfer Gil:** 20,000
- **Dropped Gil:** 30,000
- **Drop:** MAGICAL DANCES VOL I
- **Rare Drop:** MAGICAL DANCES VOL I
- **Exp:** 1,800

As you can see, it's well worth picking his pocket for items and gil alike. He's the last boss, and the toughest, but still not THAT tough. Killing him (or, you know, knocking him out for a bit) gets you the SUPREME LIGHT GG. Time to complete the game, my friend.

FARPLANE

How do you get here? Easy. Talk to Brother on the Bridge, and ask to jump into the Besaid hole. If you managed to get "Episode Complete" on every location, then he'll also give you the kick arse MASCOT DRESSPHERE. If not, get it next time around.

OK then. This is it. Run along the path, and when you get to a fork, head left for a MEGA-POTION x 2. Now take the other prong, until you get to two small platforms. The right one takes you back to the beginning, so we want the left one. Jump down for another boss battle – and we're back to the ever popular Aeons.

SHIVA

- **HP:** 14,800
- **MP:** 9,999
- **Weak against:** Fire
- **Strong against:** Ice, Gravity
- **Steal:** SNOW RING
- **Rare Steal:** SNOW RING
- **Pilfer Gil:** 5,000
- **Dropped Gil:** 2,000
- **Drop:** CRYSTAL GLOVES
- **Rare Drop:** REGAL CROWN
- **Exp:** 8,000

The lady herself. The elegant opposite of Ifrit's vicious fury, fire spells and attacks do the most damage to her. Not a challenge.

Save at the sphere that conveniently pops up, then keep on truckin' along until you get to another Aeon boss. Or rather, bosses.

CINDY, SANDY, MINDY (THE MAGUS SISTERS)

- **HP:** 12,240, 10,330, 9,788
- **MP:** 9,999, 9,999, 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** WHITE CAPE, POTPOURRI, CHAOS SHOCK
- **Rare Steal:** WHITE CAPE, POTPOURRI, CHAOS SHOCK
- **Pilfer Gil:** 0, 3,000, 3,000
- **Dropped Gil:** 0, 3,000, 1,000
- **Drop:** FAERIE EARRINGS, PIXIE DUST, FAERIE EARRINGS
- **Rare Drop:** PIXIE DUST, CRYSTAL GLOVES, FAERIE EARRINGS
- **Exp:** 0, 3,000, 3,000

This can be tricky. Anyone who's played *FFX* for a decent amount of time will know how dangerous these three can be. They are fast, they are agile, they are tough to hit, and they can do plenty of damage if you get complacent. Kill Cindy first, because she provides the defensive backbone. Mindy has that deadly Passado attack, so she's next on the list, and Sandy is last to die.

If you're mentally racking your brains for the last *FFX* Aeon, we'll save you the grief. Look, it's...

ANIMA

- **HP:** 36,000
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** FURY SHOCK
- **Rare Steal:** FURY SHOCK
- **Pilfer Gil:** 4,000
- **Dropped Gil:** 2,000
- **Drop:** TETRA BAND
- **Rare Drop:** TETRA BAND
- **Exp:** 6,000

Anima has been rather seriously weakened since her *FFX* days. All for the better, or you probably wouldn't stand much of a chance. Still pretty cool attacks, though. Dig that Oblivion, man.

Defeating her earns you the right to use the oh so lovely IMMORTAL SOUL GG.

You will shortly find yourself in the Farplane Abyss. Bear left for a conversation with some familiar faces, then take the chance to heal, save, and beam back to the Celsius. Talk to Shinra, then amble over to the Bridge for another scene. Take the AL BHED PRIMER and zoom up to your cabin. Ah, another scene. Say what you like in response to their question, it doesn't matter. Next up, you want to inform Brother of your desire to leap into the hole at Kilika temple. Oh yes.

Right, now, see those flames. Wait until they die down, then run past. Simple. Grab the MANA TONIC as you run, and you will once more end up in the Abyss. Believe it or not, that's this section over with. Return to the Celsius, and go for the Djose Temple hole.

There's a little puzzle-y bit coming up, beware. First things first, take the little platform over to the big one. Walk up to the platform on the left and hit ⊗. Choose to push it into the rear, right-hand platform. Next, push the middle platform into the rear middle platform, and the right platform into the rear left platform. Phew. Go over the bridge you've created, and save your game. Go to the left of this platform and on your merry way. Before hitting the next big platform, jump up to the smaller one right by it and you'll get taken a new way. Open the first chest you see along this path – empty. Open the second – TURBO ETHER x 2. Return to the large platform. Get back to the Abyss, the save sphere, the Celsius, and next up is the Bevelle hole.

Run along the path, pick up the ELIXIR, and it's a familiar pattern. Abyss>save sphere>Celcius. Tell Brother you want to go to the Calm Lands hole – it's the last one.

This may get disorientating, but you already know how to deal with the flames, and the telepads are there purely to throw you off. They can get confusing, but operate on an elimination basis, and you'll get through it with logic. Once you make it down to the big platform, open up the chest that appears for the MEGIDDO GG. Once more, save at the Abyss, then move into the evil looking fog. Choose yes to go inside. Some very tough enemies lurk inside (relative to your level, and how much time you've spent powering your ladies up, of course), so be wary. If you are at a relatively low level, and struggling, exploit the fact you're near a save sphere and use the high exp rewards here to increase your power quickly. The Omega Weapon, Adamantortoise, Earth Worm, Great Malboro and Claret Dragon can all cause headaches, in different ways.

The first puzzle in here is a musical one. You need to lower the barrier on the right – you do this by stepping on the symbol over to the left, then playing the piano thing. Choose the notes So, Mi* and Re* (the stars are important). Go past the lowered barrier and take a left. The barriers here are on a timer, and flicker off. Wait for the first one to go, then step on the symbol for more musical notes. Follow the path and bear SE. At the next barrier, wait for the lightning stuff to stop, and step on the symbol for still more notes. Return to the junction where you can see a chest – if you go past it, you will face Azi Dahaka. He doesn't have half as much HP as Angra Mainyu, but he's still absolutely deadly unless you're really sure of yourself. Our advice would be to ignore him. It's your first playthrough, you're allowed to leave gaps, loose ends. Tie him up the next time around, when you get everything and kill every boss.

Jump up to the chest and nab the MEGALIXIR, then follow the path SW. At the end of the path underneath, step on that symbol for more notes. Return to the chest and play the piano again – Do* Ti La So. This lowers the next crackly thing, so head back to the main path and take the

Terror of Zanarkand
Wait Mode
Yuna
Rikku
Paine

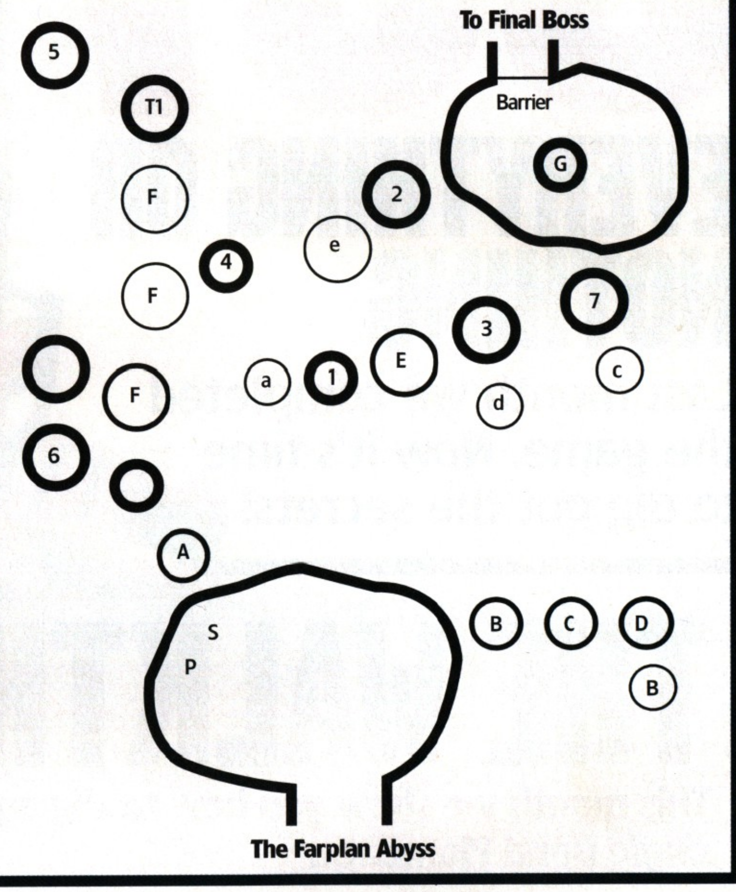
Woah...: Now THAT'S a cannon. Not a very tough boss, though.

MAP 3

Map Legend
S – Starting Point
P – Picket
G – Deactivates last barrier (Only if music played correctly)
T1 – Mega Phoenix X2

Puzzle Parts
A through F – Lifts
a through f – Lift destinations
1 through 7 – Order of platforms to step on

Structures
▬ Normal map outlines
━ Bolding to denote lifts
— Denotes where lifts go



NW path at the junction. Look out for a path you can jump down onto, on the right, and do that symbol/music thang. Go left, and up to a ledge, symbol/notes, now jump back down and this time, venture NW. Symbol/notes once more, then pass two static barriers and climb up a ledge on your right. Don't get reckless and stray too far, that boss will stomp on you. Go past the piano to get TURBO ETHER x 3, then back and start tinking the ivories: Fa Mi Fa So Do.

Well done, you've opened all the barriers! With a little help from us, of course. Go back to the main path, on the left, and follow it up to bump into Gippal. You get PAINE'S SPHERE, and have no option but to watch it. Now what...? A new puzzle!

You need to step on the platforms in the order that the notes were played. Watch the notes play, then save your game. You can ask Picket to reset the puzzle or view the notes again, if you like. **(See MAP 3 above right)** After negotiating that tricky area, get ready for... (dramatic music) Vegnagun!

VEGNAGUN (TAIL)

- **HP:** 34,200
- **MP:** 9,999
- **Weak against:** None
- **Strong against:** Gravity
- **Steal:** X-POTION x 4
- **Rare Steal:** X-POTION x 6
- **Pilfer Gil:** 3,000
- **Dropped Gil:** 3,000
- **Drop:** MEGALIXIR
- **Rare Drop:** MEGALIXIR
- **Exp:** 5,000

It doesn't exactly ease you into things, let's say. The tail has tremendously strong attacks, and it will be crucial to keep at least one character constantly healing everyone to full health, unless of course you've made your girls into level 99 monsters – which is unlikely. You'll need Protect, Shell, and any other white magic you think could help.

Once defeated, you'll need to give Leblanc Ormi, and Logos an assist with the legs. Go to the far side of the platform and drop off the edge to the main path - just up the steps is the next installment of the epic battle.

VEGNAGUN (LEG), NODE A, NODE B, NODE C

- **HP:** 18,220, 30,000, 30,000, 30,000
- **MP:** 9,999, 9,999, 9,999, 9,999
- **Weak against:** None, None, None, None
- **Strong against:** Gravity, Gravity, Gravity, Gravity
- **Steal:** ELIXIR, None, None, None
- **Rare Steal:** ELIXIR x 2, None, None, None
- **Pilfer Gil:** 3,000, 10,000, 10,000, 10,000
- **Dropped Gil:** 3,000, 3,000, 3,000, 3,000
- **Drop:** MYTHRIL BANGLE, MEGALIXIR, MEGALIXIR, MEGALIXIR
- **Rare Drop:** MYTHRIL BANGLE, HERO DRINK, HERO DRINK, HERO DRINK
- **Exp:** 5,000, 8,000, 8,000, 8,000

Unusually, the 'assistant' bits of the boss are actually tougher than the main bit. So it's more efficient to focus your firepower on the leg, and destroy it as soon as possible, ignoring the sturdy nodes.

After taking its leg out from under it, head up the path and bear left. Ormi and Logos ask you to help Leblanc, and who are you to refuse? You'll find Leblanc, Gippal and Nooj battling away, and will kindly take over from them.

VEGNAGUN (CORE), LEFT BULWARK, RIGHT BULWARK

- **HP:** 33,040, 3,000, 3,000
- **MP:** 9,999, 9,999, 9,999
- **Weak against:** None, None, None
- **Strong against:** Gravity, Gravity, Gravity
- **Steal:** TURBO ETHER, PHOENIX DOWN, PHOENIX DOWN
- **Rare Steal:** TURBO ETHER, L-BOMB, L-BOMB
- **Pilfer Gil:** 4,000, 300, 300
- **Dropped Gil:** 3,000, 150, 150
- **Drop:** MEGALIXIR, MEGA-POTION, MEGA-POTION
- **Rare Drop:** MEGALIXIR, X-POTION, X-POTION
- **Exp:** 7,000, 200, 200

Don't sweat the small stuff. This is much easier than the first battle here. Hack and slash away freely. The Bulwarks are particularly feeble, and can be easily dispatched. They will return, of course, but not for long! Time to meet Vegnagun head-on so prepare yourself...

VEGNAGUN (HEAD), LEFT REDOUBT, RIGHT REDOUBT

- **HP:** 38,420, 2,500, 2,500
- **MP:** 99,999, 99,999, 99,999
- **Weak against:** None, None, None
- **Strong against:** Gravity, Gravity, Gravity
- **Steal:** MEGALIXIR, PHOENIX DOWN, PHOENIX DOWN
- **Rare Steal:** MEGALIXIR, MEGA PHOENIX, MEGA PHOENIX
- **Pilfer Gil:** 8,000, 350, 350
- **Dropped Gil:** 0, 0, 0
- **Drop:** None, None, None
- **Rare Drop:** None, None, None
- **Exp:** 0, 0, 0

You have to clear out both Redoubts before you can damage the Head itself, but that shouldn't be too much of a concern, considering their HP. Be aware, the clock is ticking so don't mess around too much. You already know what your favourite dresspheres are, what your favourite combinations are, what roles you want your girls to play, better than us. Use the strategies you yourself have formulated, and success is just around the corner.

Ah, but we were forgetting one tiny thing. That Shuyin chap.

SHUYIN

- **HP:** 23,850
- **MP:** 210
- **Weak against:** None
- **Strong against:** Gravity
- **Exp:** 0

The equivalent battle in *FFX* was a gesture, more than a proper fight. You couldn't physically die. This is a little different. While not all that challenging, you can still die, and probably will a couple of times when he uses the more deadly limit breaks. Yep, limit breaks – Tidus' from *FFX*. Makes sense, really, but still hurts. Still, his HP is relatively slender, and he's here more for the purposes of story, than to kick the crap out of you.

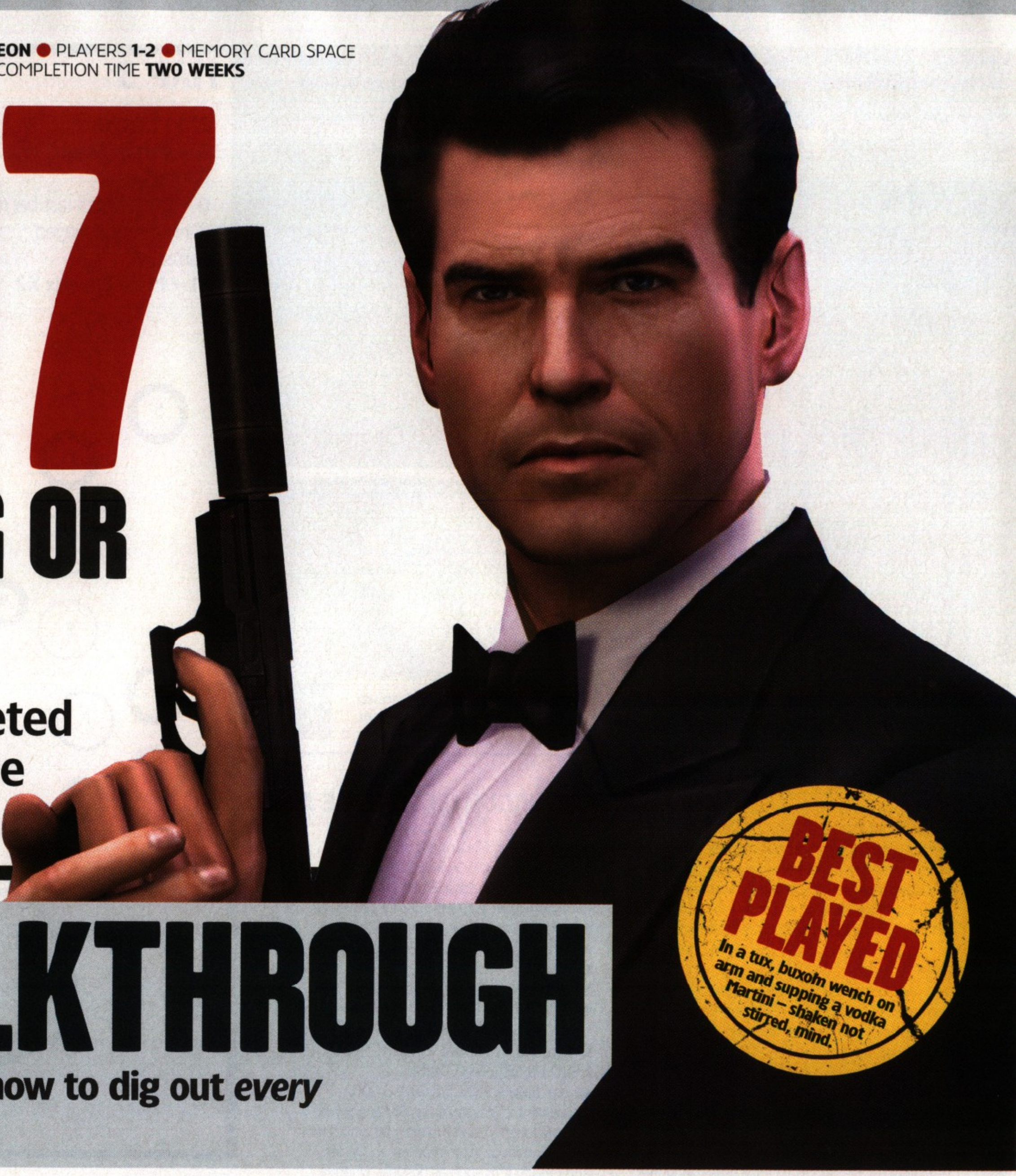
The game isn't over quite yet. Oh no. There's one last little bit. When you see Yuna in the Farplane, press ⊗ to get that whistle again. You are likely to get the "Good Ending", this way. Wait until the credits are over for additional scenes. Next time, try to get 100%, do the whistle, and you'll get the "Perfect Ending" – something to aim for!

When prompted, create a new save file in a new slot, and you're ready to rock all over again! ■

THE FACTS: 007 EON ● PLAYERS 1-2 ● MEMORY CARD SPACE 121KB ● DIFFICULTY HARD ● COMPLETION TIME TWO WEEKS

007 EVERYTHING OR NOTHING

Last month we completed the game. Now it's time to dig out the secrets!



BEST PLAYED

In a tux, buxom wench on arm and supping a vodka Martini – shaken not stirred, mind.

THE WALKTHROUGH

This month we show you how to dig out *every single* Bond Moment...

BOND MOMENTS

Scattered throughout each level are secret scenes which, when triggered will award you a priceless moment of extra-special satisfaction. Each level has a certain amount of these 'Bond Moments' (which are revealed once you have complete the mission once) and these count towards your level score. Outlined here are all the locations of the Bond Moments in the game, but if you get stuck and need extra clues, keep referring back to the Pause Menu where they'll be a different tip at the bottom of the screen to help you each time you access it.

Picked up Desert Eagle
15 - 10
MP5K

WHY FIND THE BOND MOMENTS?

At first glance these extra special slices of action serve no purpose as you don't actually get any rewards for finding them. However, if you're going for the Gold medals, which in turn unlock the Platinum medals (see 'Medal of Honour') getting all the Bond Moments will improve your score and put you in better stead for reaping the rewards.

When you unlock a Gold medal, you'll unlock special extras such as production stills, multiplayer characters and weapon upgrades – and if you get a Gold medal on the '00 Agent' difficulty setting (sometimes it is impossible to get Gold on any lower difficulty as your score won't be sufficient enough), you'll unlock the extra Platinum objective and be able to play for those all-important cheat codes.

BOND MOMENT WALKTHROUGH

Outlined here are all the Bond Moments in the game. You'll know when you've found one because a platinum '007' logo will flash up onscreen. You can check the ones you've got by pressing the ◎ button on the score screen once the level has been completed.

INTRO LEVEL:
GROUND ZERO

● **Bond Moment 1:** After picking up the briefcase, either rappel up to the ledge where the rocket-launcher guy is, or rappel back down after destroying the plane.

● **Bond Moment 2:** After destroying the plane and the two armoured tanks from up on the balcony, drop back down to the ground and look over to the building on the left of the courtyard. Two enemies will start abseiling down from the top tier, shoot them as they descend.

LEVEL 1:
A LONG WAY DOWN

● **Bond Moment 1:** When you hit the ground after your first descent, look over to the left to see a rappel point on the top of the building. Climb up there to get the hidden Dragunov Sniper Rifle.

● **Bond Moment 2:** After getting the Sniper Rifle, drop back down to the ground and then run through the tunnel on the left. Pull the lever at the end to activate the steam vents, scolding all the nearby guards.

● **Bond Moment 3:** After tossing the bomb into keep going down until you reach a platform

BEAT THIS → TO GET THE PLATINUM MEDAL IN THE RED LINE LEVEL, YOU MUST COMPLETE THE COURSE IN 4:50, BUT

MEDAL OF HONOUR

MAKE BOND EVEN MORE ATTRACTIVE BY ADDING SOME MEDALS...

PLATINUM PERFECT

When you complete each mission on the '00 Agent' difficulty setting, you'll unlock the special 'Platinum' objective. Play the level again on the '00 Agent' difficulty and you'll be set the Platinum objective as well as your usual objectives. This extra objective can usually be found displayed on the pause menu along with your other objectives, although on some levels it may only be set at a certain point in the level – like on the 'Sand Storm' level for example. Once you complete the Platinum objective, along with all your standard objectives and go on to complete the mission, you'll be awarded the Platinum medal – and by collecting enough of these you'll be able to unlock cheat codes. Be warned though, any attempts to use cheats in order to complete the levels on the '00 Agent' difficulty will result in the Platinum objective not being unlocked. Nice try, sucker!

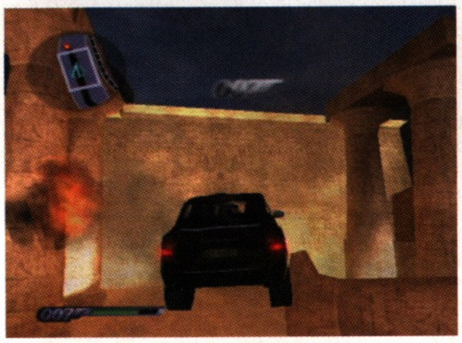
MC Shan: Get Golds to unlock really juicy pics. Er, like this one.

MEDALS OF HONOUR

Platinum objectives often require you to complete all or certain parts of the level within a certain time or equally taking stuff like completing the stage without taking any damage or using any weapons. After the first Platinum medal earned, you'll be awarded a cheat for every odd number of Platinum medals collect thereafter. Here are the first few cheats to get your started...

These codes should be entered on the pause menu.

CHEAT	CODE
Golden Gun	◎, △, ⊗, ◎, △
Improved Traction	◎, ⊗, ⊗, ⊡, △
Improved Battery	◎, ⊡, ⊡, ⊗, ◎



leading inside a building. Once in, go right and then flip the table near the window for cover from the abseiling enemies that emerge.

● **Bond Moment 4:** When you drop down to the next big platform, pull the lever on the wall en route to disabling the fire vents to scold the next batch of enemy troops.

● **Bond Moment 5:** When heading through the building to get to the deactivated fire vents, target the weak points on the ceiling and shoot them to send the roof falling down – it must crush an enemy to register as a Bond Moment, though!

LEVEL 2:

TRAIN CHASE

Note: We have found it is only possible to get all three Bond Moments using the car – the pillar-jump one didn't seem to register when using the bike, but by all means give it a go.

● **Bond Moment 1**: Take the car and head out of the complex and along the open roads. When you reach the tunnel, look out for a side road leading up between some large rocks on the left. Now stay on this route and when you start rolling up a long slope, fire Rockets at the helicopter at the top.

● **Bond Moment 2:** When you land after blasting the helicopter, head into the Egyptian-looking area and when you see the pillars up ahead start to topple, veer left slightly and use the ramp to jump over them.

● **Bond Moment 3:** This occurs when jumping off the large slope onto the train track at towards the end of the mission.

LEVEL 3:

AN OLD FRIEND

● **Bond Moment 1:** When the mission begins, wait until the man pacing to the right of the crate turns and starts walking away, then crouch-walk over to the nearest man behind the console, target him using L1 and then press ⊡ to stealth kill him. Repeat this on the second guy at the console and then take out the pacing guard before he can raise the alarm. When the first carriage has been completely stealthily, you'll get the moment.

● **Bond Moment 2:** In the second carriage, crouch-walk over to the guy over to the right and stealth kill him, then pick up the spanner on the counter next to him (press ⊡). Don't make the mistake of stalking the second guard as he will almost certainly spot you. So stay where you are, crouched behind the counter next to the first guard and wait for the second guard to smell a rat and come over. As he gets near, target him using L1, then quickly press L2 to stand up and almost simultaneously press ⊡ to throw the spanner at him, knocking him out cold before he realises what hit him!

● **Bond Moment 3:** In the third carriage, you will see a guard walking away from you as you enter. Don't go after him straight away, instead wait behind the crates straight ahead of you until we walks back again. As he turns away, follow him, target him and press ⊡ to kill him as

➔

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

Q&A

THE GAME'S TOUGHEST SECTIONS – CRACKED!

Q In the Serena St Germaine level, how do I get back to the road block? I know it's got something to do with the fireworks factory.

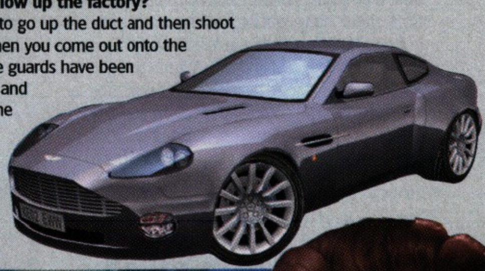
A Indeed it has. Drive to towards the firework factory and on the opposite side of the road you should see a blue designated parking spot. Stop there and press w to deploy the RC car. Drive this up the steps of the firework factory and to the balcony at the top. You should see a vent, get close, target it and repeatedly press u to shoot it out, then go through and start shooting the firework crates to trigger a distracting explosion.

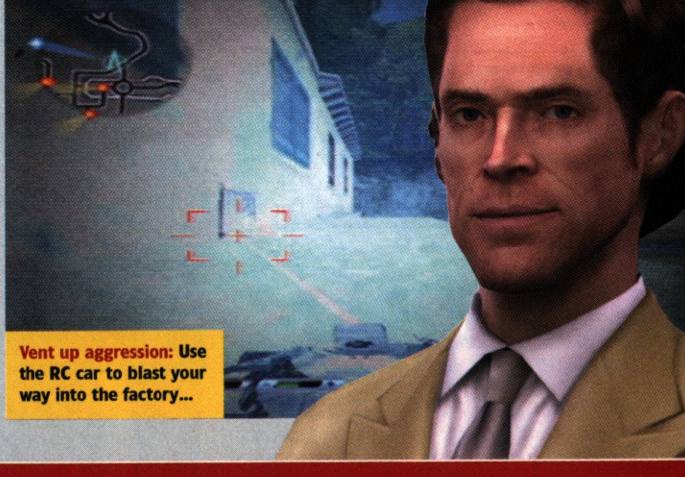
Q On the level, The Final Card, how do I defeat Diavolo's jet fighter once I get out of the control room?

A Run straight to the front of the elevator and take cover behind the central girder that goes vertically up the face of the lift. Then equip your AT-420 rocket launcher and wait until Diavolo's plane stops firing. Use this brief opportunity to blast it with a couple of Rockets before taking cover again. When the fiery gust sends the plane upwards, take the opportunity to run to the back of the lift for armour supplies or stock up with more Rockets from the crates at the front of the lift. Diavolo's plane has three separate energy bars to eradicate, but as long as you stay covered behind the girder, you shouldn't have too much trouble.

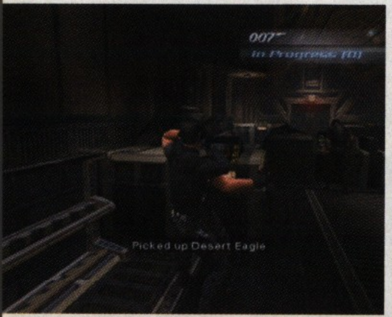
Q Here's one I bet you can help me with. In the Battle In The Big Easy level, how do I blow up the factory?

A Deploy an RC car to go up the duct and then shoot the steam vent when you come out onto the factory floor. When the guards have been cleared, edge forward and drop off the edge of the platform, then go left, right, left to reach the fuel access panel. Shoot it and then watch the fireworks.

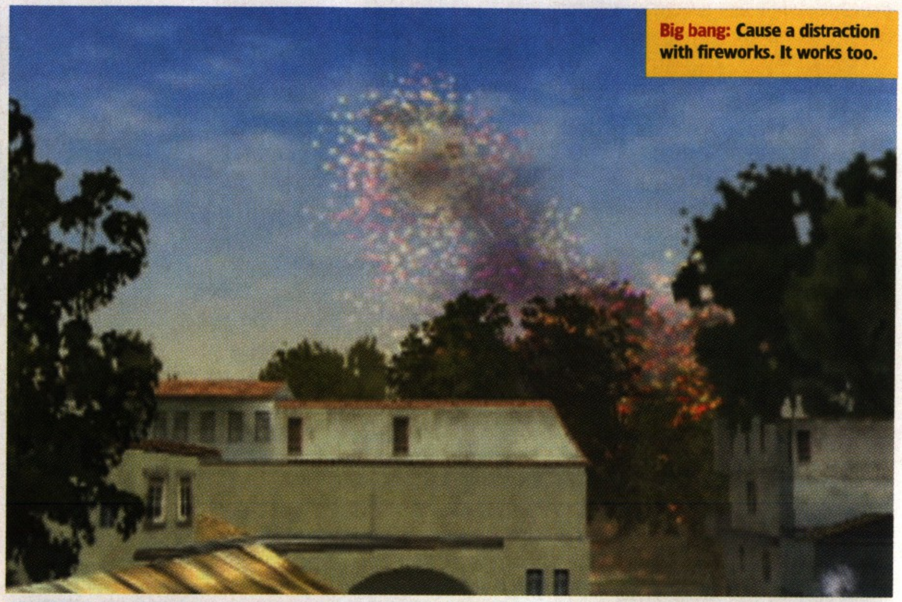




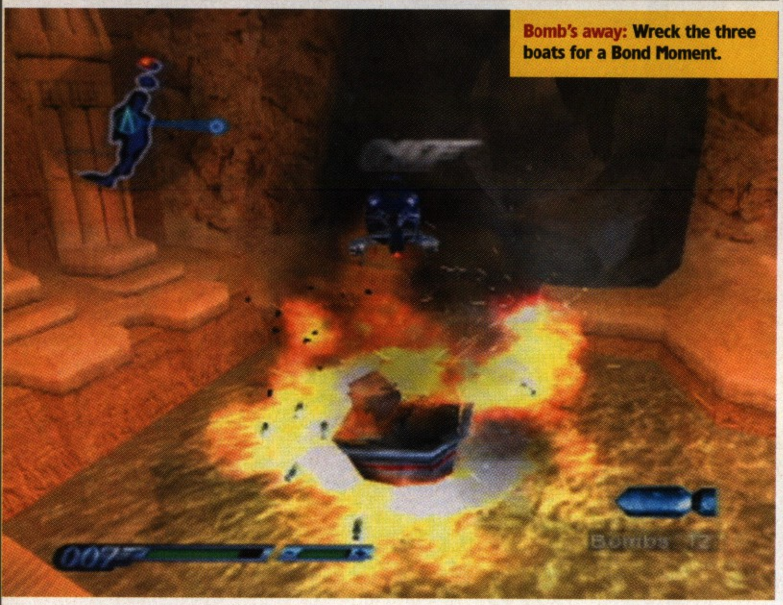
Vent up aggression: Use the RC car to blast your way into the factory...



In Progress [0]

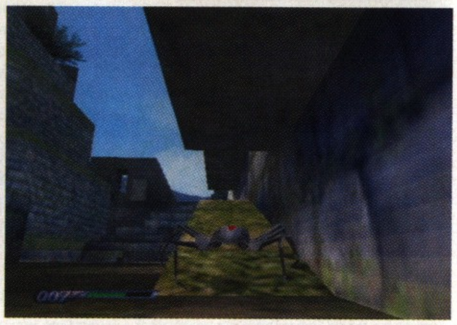


Big bang: Cause a distraction with fireworks. It works too.



Bomb's away: Wreck the three boats for a Bond Moment.

Picked up MP5K
AK-74



before. There is a second guard walking horizontally along the carriage up ahead. Wait by the crates just next to the passage-way leading up the carriage and you'll see him emerge, turn around and start walking back across. Just after he turns, sneak down, get behind him and stealth kill.

● **Bond Moment 4:** In the fourth carriage, quickly sneak down the left-hand side, kill the first guard walking away followed by the second down the far end operating the computer. The third guard is walking back up the carriage, so head around to the other side of the divide and take him out.

LEVEL 4

SAND STORM

● **Bond Moment 1:** Blow up the bridge in the second canton. Use missiles from a distance and it's a piece of cake.

● **Bond Moment 2:** Take out the three boats. Press R2 to equip bombs, hover low, press L1 to deploy flairs and distract their fire and let rip.

● **Bond Moment 3:** When following the General's chopper through the temple, avoid getting burnt by the flames that shoot out of the walls. For this, just stop and wait for the flames to die down before flying past.

LEVEL 5:

SERENA ST GERMAINE

● **Bond Moment 1:** Use the RC car to get inside the fireworks factory and trigger an explosion to distract the enemy jeeps containing guards at the road block.

● **Bond Moment 2:** Once you have Serena onboard in the third part of the level, drive down to the bottom of town. Once at the bottom of the windy road, go straight down the central street (to the left of the jeep) and then go straight over the green in the square. As you head along the next windy road (full of market stalls) and come to the next row of houses, veer left and go down the steps for a short-cut.

LEVEL 6:

VERTIGO

● **Bond Moment 1:** Use sleeper darts or stealth kills to take out the first four guards in the mine passage quietly.

● **Bond Moment 2:** When you reach the bottom of the antenna, drop down the shaft at the end of the passage and equip your thermal vision. Follow the passage around to get the hidden AT-420.

● **Bond Moment 3:** When at the bottom of the antenna, stand at the bottom of the next shaft leading upwards and shoot the boards at the bottom of the dead-end blockade. Then send a Q-Spider into the gap to go and open up the secret weapons cache in the room which is up above.

● **Bond Moment 4:** Target the barrels at the foot of the antenna structure and shoot them to send the whole lot crashing down in a big explosion.

LEVEL 7:

SERENA ST GERMAINE

● **Bond Moment 1:** Use sleeper darts or stealth kills to quietly take out the two guards in the building you start off in.

● **Bond Moment 2:** Go right out of the first building and then use sleeper darts or stealth kills to take out the next two guards.

● **Bond Moment 3:** Rappel up the high wall on the right to find a secret area containing armour and a Sniper Rifle.

● **Bond Moment 4:** When you rappel up the old winch, deploy a Q-Spider at the top and send it scurrying along the narrow ledge. You can then use it as a bomb to take out enemies below by walking it off the edge.

LEVEL 8:

DEATH OF AN AGENT

Bond Moment 1: Deploy a Q-Spider through the gap at the end of the passage and then guide it up the ramps before dropping it off the edge of the platform amongst the guards, wiping them all out.

● **Bond Moment 2:** When you drop into the catacombs, equip your thermal vision and follow this route; right, second left, go right and then quickly right again into the small room to get the AT-420.

● **Bond Moment 3:** When you emerge after the catacombs, pull the lever to the right and then wait for the enemies to start coming up the passage. When three or more are grouped near the barrel, shoot it to take them all out.

● **Bond Moment 4:** A short way down after jumping off the cliff, shoot the explosives on the large central platform to take out the sniper targeting you.

● **Bond Moment 5:** As you near the bottom of the cliff, look for a short-cut gap between a rock and a platform and drop through it.

● **Bond Moment 6:** Straight after the short-cut, shoot the white canisters on the next platform down to take out the sniper.

• *Turn the page to get all the Bond Moments in Chapters 9 through to13!* ➔

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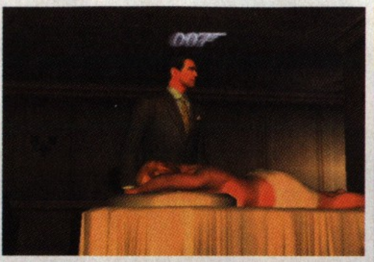
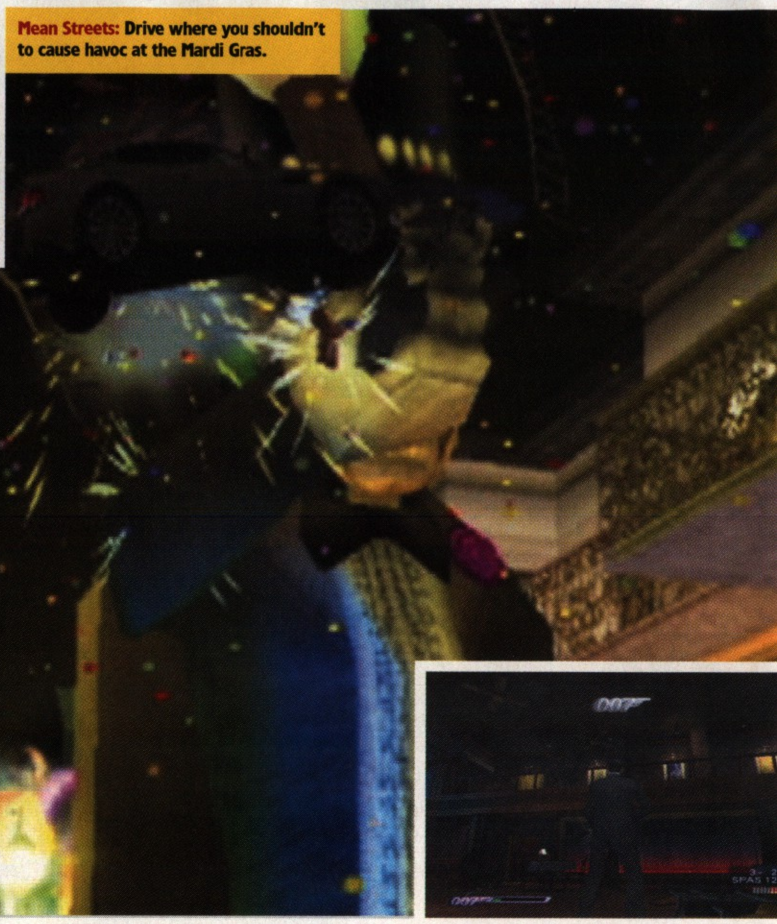
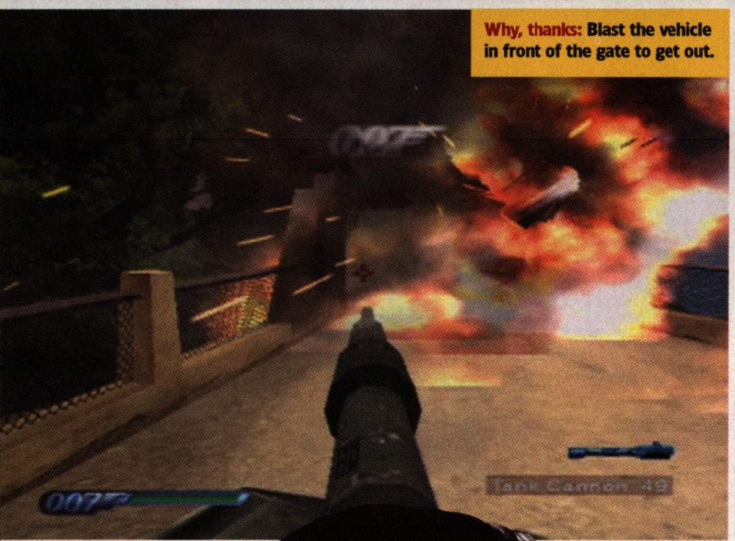
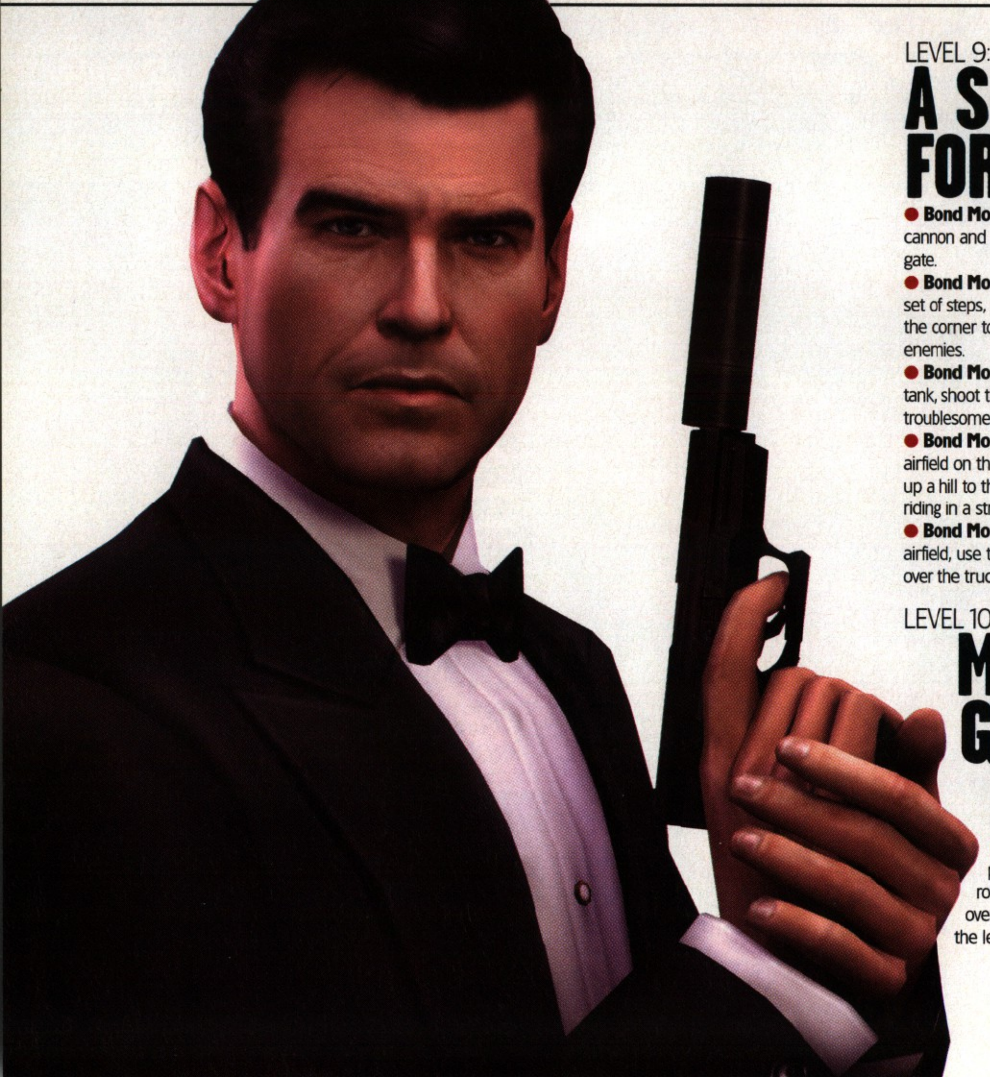
5 - 6
Desert Eagle
007




Mean Streets: Drive where you shouldn't to cause havoc at the Mardi Gras.


Why, thanks: Blast the vehicle in front of the gate to get out.



LEVEL 9:

A SHOW OF FORCE

● **Bond Moment 1:** Switch to the tank's main cannon and blast the jeep in front of the main gate.

● **Bond Moment 2:** At the top of the second set of steps, shoot the barrels as you go around the corner to take out the two bazooka-toting enemies.

● **Bond Moment 3:** At the big stand-off in the tank, shoot the petrol pumps to take down the troublesome chopper.

● **Bond Moment 4:** When heading towards the airfield on the bike, you'll notice a short-cut leading up a hill to the right of the road – take it and keep riding in a straight line right to the top.

● **Bond Moment 5:** At the entrance to the airfield, use the ramp next to the jeep to jump over the truck.

LEVEL 10:

MARDI GRAS MAYHEM

● **Bond Moment 1:** After leaving the park in your car, go right and when the road straightens out, veer right and go over the wooden bridge there to live up to the level's name and indeed cause mayhem at the Mardi Gras!

● **Bond Moment 2:** Conceal your car in the back of the truck. Press the button on the side of the truck to open the back doors and then drive your car in.

● **Bond Moment 3:** Head out through the searchlight yard in your car and then head up through the large pipe on the opposite side of the car park for a hidden short-cut.

● **Bond Moment 4:** Use your electro magnet to slow the limo down and then get in front and stop it completely using your acid (L1).

LEVEL 11:

THE KISS KISS KLUB

● **Bond Moment 1:** When you rappel up intol the club, approach the woman lying on the bench and press ⊗ to give her a cheeky rub-down.

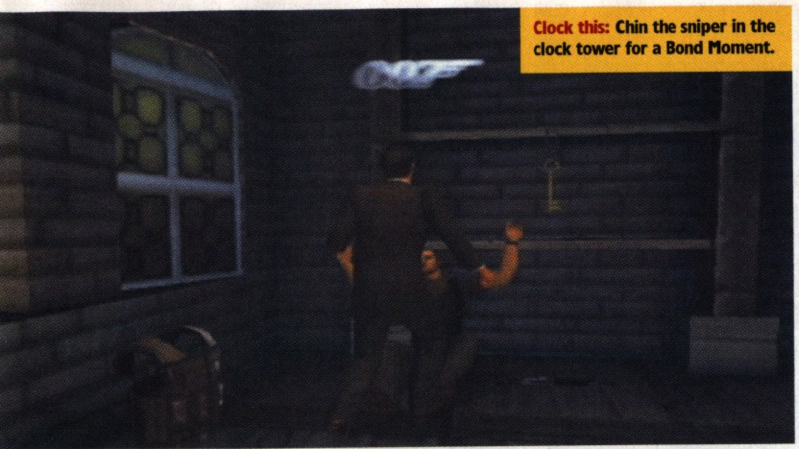
● **Bond Moment 2:** During the shoot-out in the bar, pull the lever at the end of the bar to drop a gantry down on the punks occupying the dance floor.

● **Bond Moment 3:** Head out onto the dance floor and shoot the guys up on the tier, causing them to fall down and smash tables.

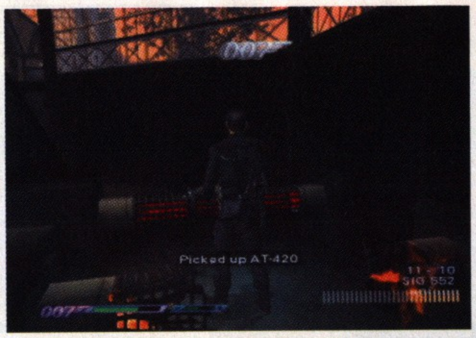
LEVEL 12:

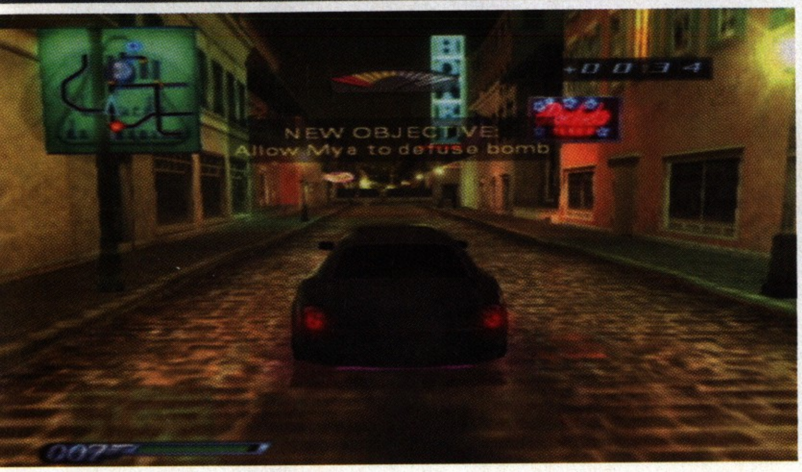
DEATH'S DOOR

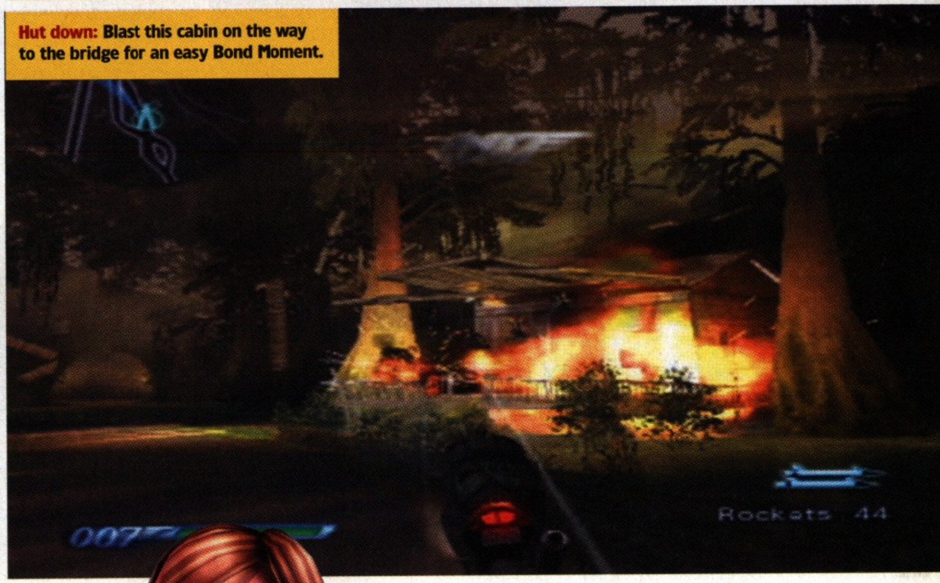
● **Bond Moment 1:** When out in the graveyard, head into the porch of the building on the left, hide



Clock this: Chin the sniper in the clock tower for a Bond Moment.







Hut down: Blast this cabin on the way to the bridge for an easy Bond Moment.

behind the crates to get the Sniper Rifle and then deploy a Q-Spider into the hole in the wall for some secret supplies.

● **Bond Moment 2:** When heading through the graveyard, kill the enemy that tries to open the metal gates.

● **Bond Moment 3:** Rappel up into the clocktower and take out the sniper using unarmed combat.

● **Bond Moment 4:** Shoot the fuse box from the balcony of the building to open the door to the catacombs.

● **Bond Moment 5:** Shoot the barrels to burn Jean Le Rouge.

● **Bond Moment 6:** Shoot the gas pipes to burn Jean Le Rouge.

LEVEL 13:
BATTLE IN THE BIG EASY

● **Bond Moment 1:** Use your smoke screen device (L1) to lose any enemy tails.

● **Bond Moment 2:** Use your RC car to blow up the factory.

● **Bond Moment 3:** Complete all your objectives quickly and drop Mya back to her house.

LEVEL 14:
FADED SPLENDOUR

EASTER EGG ALERT!

If, when using the Q-Spider, any enemies spot it, they'll utter the words, "You gotta be kiddin' me!" A slightly ruder variant of which is uttered by a character in the film, The Thing when they spot a similar-looking arachnid!

● **Bond Moment 1:** Use sleeper darts and the nano suit to get up into the attic without being seen. There are the two enemies around the corner, one in the room beyond and a sniper up above to avoid.

● **Bond Moment 2:** Once up in the attic, deploy a Q-Spider to go through the gap in the boards down the far end and send it down the ramp. At the bottom of the ramp, position it next to the fuse box and detonate it to open up a secret weapons cache.

● **Bond Moment 3:** In the main hall, shoot the weak spot on the chandelier to send it crashing down to the floor, killing all the guards unlucky enough to be standing below.

LEVEL 15:
THE MACHINERY OF EVIL

● **Bond Moment 1:** Head down the steps that lead underground and head over to the large chamber with two red connecting pipes on the back. Utilise your Bond Sense then target and destroy both pipes to be able to access the hidden AT-420 in between them.

● **Bond Moment 2:** When you destroy the chamber in the far-left corner, electricity outside will force you to go underground. When you're down there, there will be much enemy activity, but look out for the alcove with two enemies standing inside. Target the pipe in between them and shoot it.

● **Bond Moment 3:** This occurs when you send a Q-Spider into the underground vent to open the doors to the last chamber. As soon as the spider goes up the ramp into the main chamber, the Bond Moment will register.

LEVEL 16:
THE PONTACHART RAIN BRIDGE

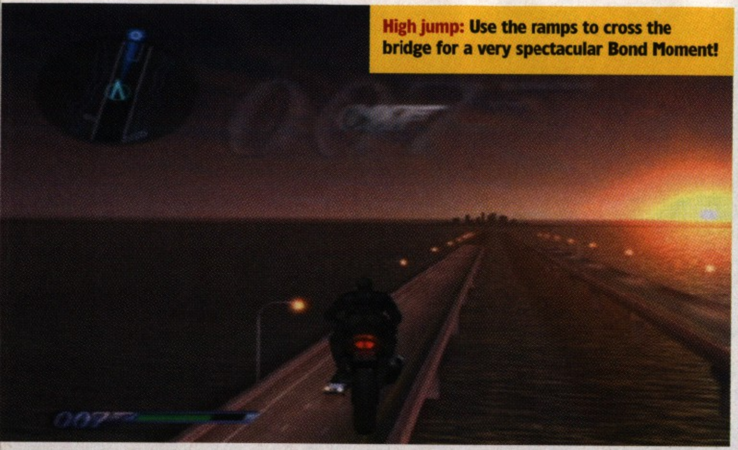
● **Bond Moment 1:** Just after you start off, use the bank to jump over the locked gate (don't shoot it or else you'll miss the moment). To get the necessary height, pull a wheelie just before hitting the bank.

● **Bond Moment 2:** After landing from the gate jump, head down the right-hand path and then blast the enemy-filled cabin on the right with missiles.

● **Bond Moment 3:** About halfway along the bridge, there'll be a chunk of road ramping up to the left. Ride up this ramp and then use the two hanging chunks of road to jump over to the opposite side of the road to perform a stunt truly worthy of Bond.

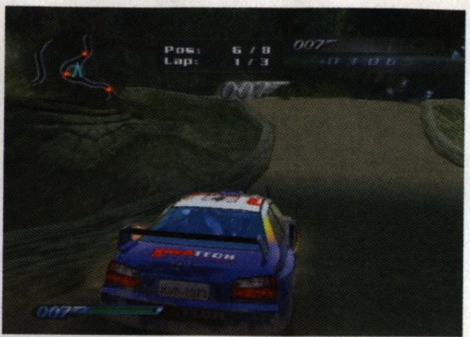
● **Bond Moment 4:** After the cut-scene showing Jaws in the distance, press and hold (L1) as you get ear the tanker blocking the road to slide under it in dramatic fashion.

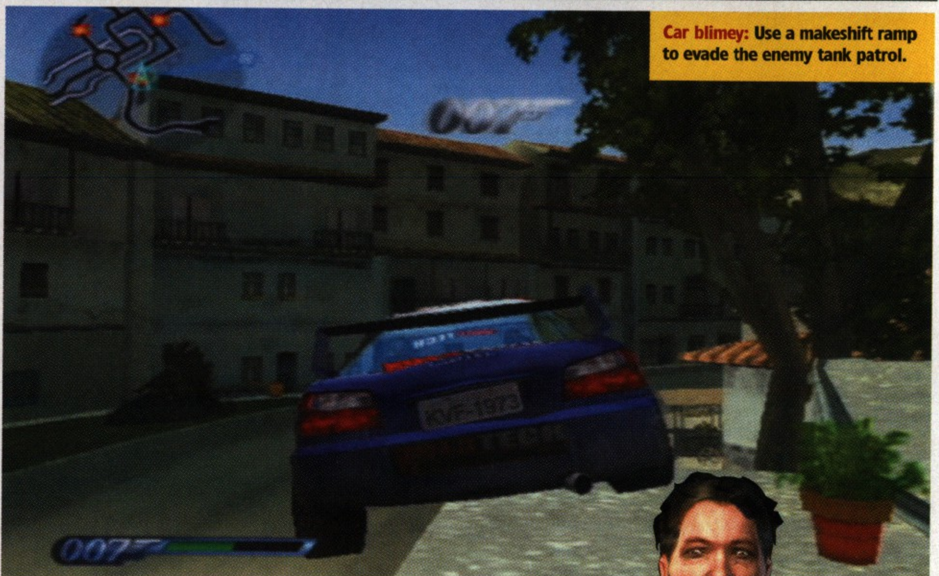
➜



High jump: Use the ramps to cross the bridge for a very spectacular Bond Moment!

Pos: 8 / 8
Lap: 1 / 3





Car blimey: Use a makeshift ramp to evade the enemy tank patrol.

LEVEL 17:

A SIMPLE EXCHANGE

● **Bond Moment:** Use your EMP grenades to shut down the two security cameras in the lounge area downstairs, the one at the top of the stairs and the one over to the right as you creep out onto the upper tier.

● **Bond Moment 2:** Press the button on the control box in the outside area to disable the laser tripwires upstairs.

● **Bond Moment 3:** Use a dart to put the man in the outside area to sleep, then pick up his keycard and use it on the drinks cabinet in the corner to reveal a secret room.

LEVEL 18:

RED LINE

● **Bond Moment 1:** After going around the first bend, look out for a grassy mound to the right of the track – jump off of this, fly over the road and then make the jump down to the left of the tree for a double jump Bond Moment bonus!

● **Bond Moment 2:** Towards the end of the track, veer right down the steep hill for a big, time-saving short-cut.

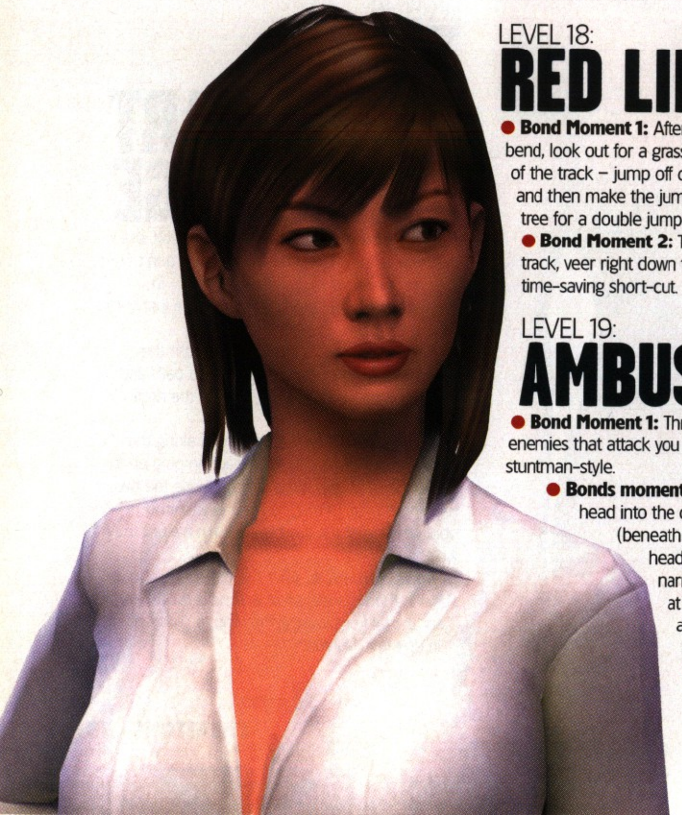
LEVEL 19:

AMBUSHED

● **Bond Moment 1:** Throw one of the many enemies that attack you off the balcony, stuntman-style.

● **Bonds moment 2:** When downstairs, head into the downstairs lounge area (beneath the upper balcony), head right and go down the narrow passage. The door at the end will lead you to a secret stash of weapons.

● **Bond Moment 3:** Shoot the fuse box from the balcony of the Driver's room to raise the metal shutters.



LEVEL 20:

THE HIGH ROAD

● **Bond Moment 1:** When you arrive at the town in your racing car, avoid the tanks by driving up the steps to the firework factory and jumping off the other side.

● **Bond Moment 2:** When you get your bike, ride up the steps to the right of the jeeps and jump over the road to the neighbouring rooftops.

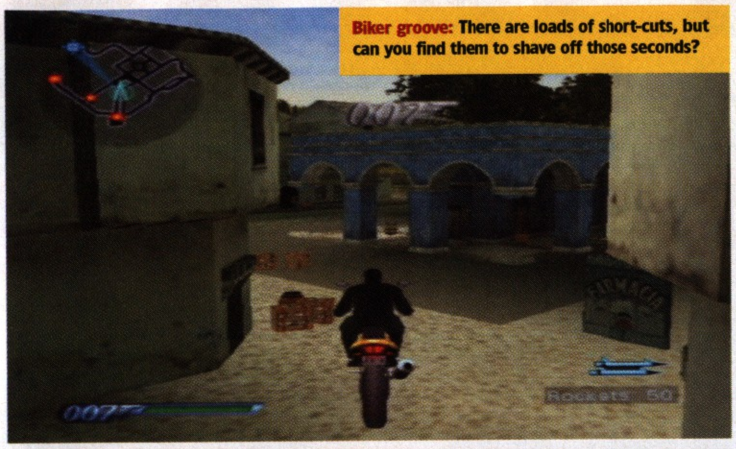
● **Bond Moment 3:** When you fall through the rope bridge at the end of the level and ride down the water chute, press L1 when near to the gargoyle at the end to slide into the mouth.

LEVEL 21:

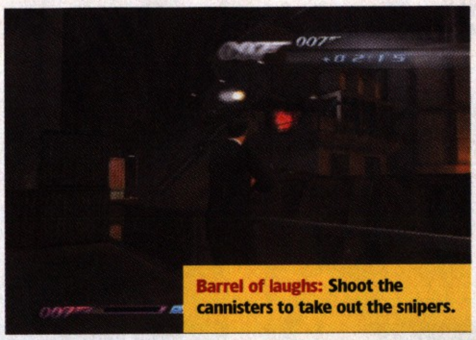
DIAVOLO'S PLAN

● **Bond Moment 1:** When you escape from the starting room and summon the lift, look out for two men that start shooting from the structure opposite. Target the barrels next to them in Bond Sense and shoot them to take them out.

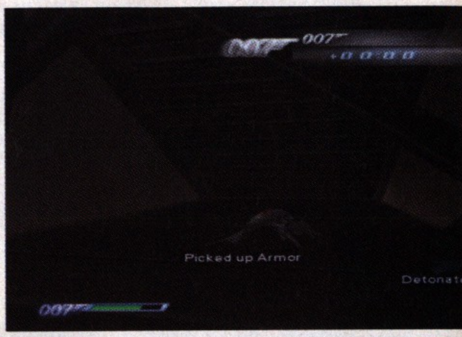
● **Bond Moment 2:** When in the control room, clear the area of danger and then stand



Biker groove: There are loads of short-cuts, but can you find them to shave off those seconds?



Barrel of laughs: Shoot the cannisters to take out the snipers.



under the stairs. Deploy a Q-Spider into the area inside the bottom of the stairs to get the hidden armour.

● **Bond Moment 3:** Press the button on the console in the control room to open the door behind the lasers and send a Q-Spider under the lasers and detonate it next to the malfunctioning control panel to the right on the other side of the doorway.

LEVEL 22:
PLATINUM WAR

● **Bond Moment 1:** Just after you break through the first wall, turn right and then use nano shells to target the structure above the tanks down the road, then blast it to send the whole lot crashing down on top of them.

● **Bond Moment 2:** Just after the first Bond Moment, turn left and then shoot the tanker with your main cannon to clear a way through the mall.

LEVEL 23:
DANGEROUS DESCENT

● **Bond Moment 1:** Before you even think about heading down into the laser shaft, deploy a Q-Spider and send in scurrying under the stairs. Blow up the wooden box by detonating it next to it and then send a second spider through the gap. In this section of the level which isn't accessible by foot, there is a battery behind the crates over to the far left and, more importantly, a room over to the right which you can enter via a small gap. Once inside, detonate the spider next to the console to disable all the laser wires.

● **Bond Moment 2:** Use your Q-Spider's sleep darts to knock out the two guards by the doors to the vault.

LEVEL 24:
RED UNDER-GROUND

● **Bond Moment 1:** When you rappel up into the base, press R1 to press yourself up against the edge of the door to the left and then poke out and target the enemy on the gantry opposite, then shoot him.

● **Bond Moment 2:** Still pressed against the side of the entrance, peep out and network tap into the tank below and use it for clear the area.

● **Bond Moment 3:** Walk out onto the walkway and follow it across to the far right to find the Sniper Rifle.

● **Bond Moment 4:** When you head down underground, look out for a control panel next to a suspended tank that you can shoot to send the tank crashing down on the enemy stood under it.

● **Bond Moment 5:** When you take the lift up, dash into the central control booth and flip the switch on the console to the left to drench the nearby enemy in platinum.

● **Bond Moment 6:** When you open the doors at the end of the mission (after cross the bridge), duck behind the consoles and throw a Strobe Grenade at the two rocketeers that are stood behind the opening doors.

LEVEL 25:
THE FINAL CARD

● **Bond Moment 1:** When you network tap into the gun turret (preferably the one on the right if you're facing them), clear the area of enemies using the cannons and when three enemies emerge from the grating down below to the left of the turret, shoot your cannon at the ground in between them all to kill all three in one shot!

● **Bond Moment 2:** Still utilising the cannon, turn and start shooting the other turret. Basically, keep shooting at it until a Bond Moment registers.

● **Bond Moment 3.** When you have accessed the first three control switches, send a Q-Spider through the small vent just before the door leading to the last switch and then use sleep darts from the spider to put the enemies on the other side of the door to sleep.

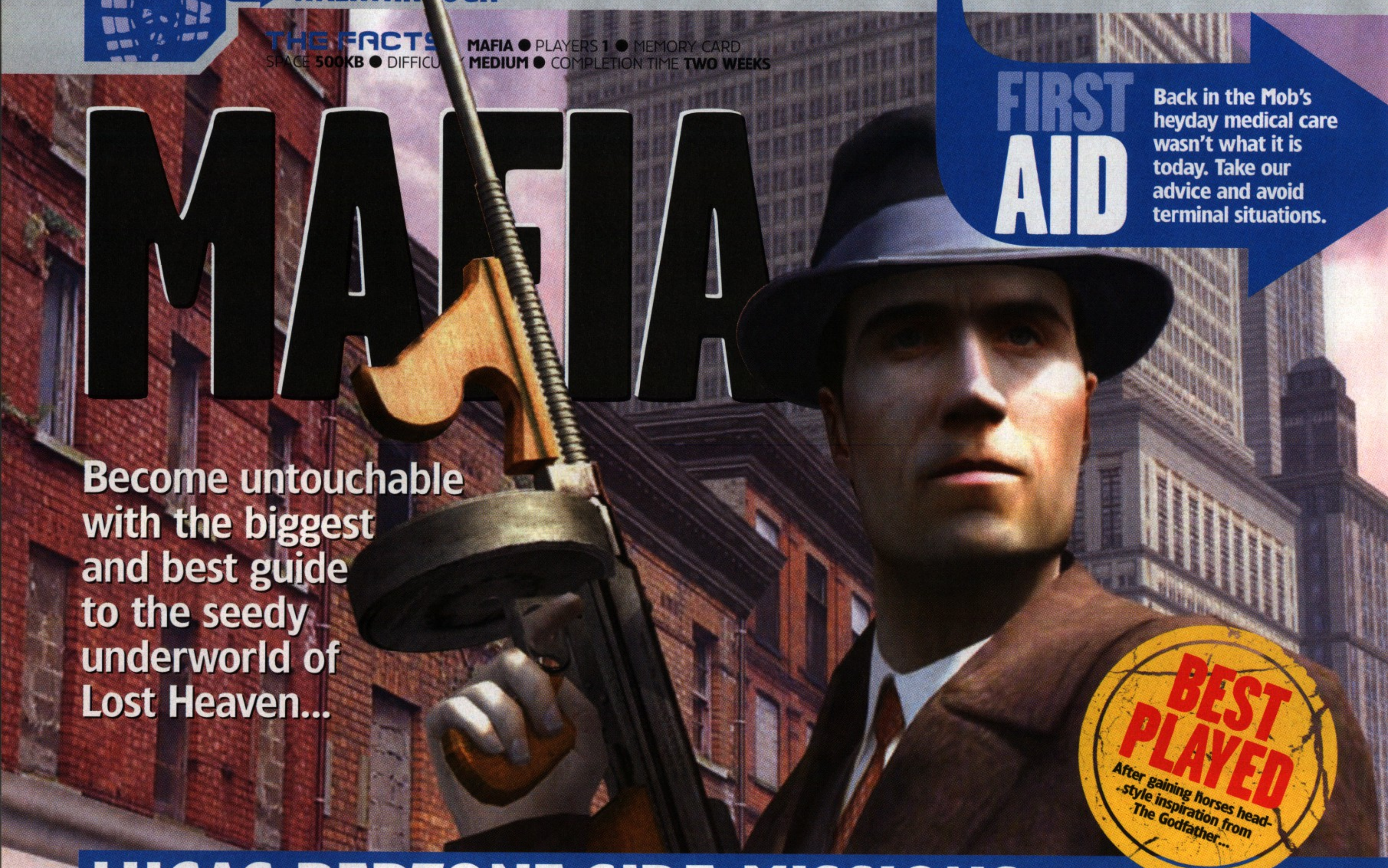
● **Bond Moment 4:** Shoot the row of monitors hanging from the ceiling to send them crashing down on the enemy.

NEXT MONTH

Tune in next month for even more from EON... you need it.

THE FACTS MAFIA ● PLAYERS **1** ● MEMORY CARD SPACE **500KB** ● DIFFICULTY **MEDIUM** ● COMPLETION TIME **TWO WEEKS**

MAFIA



Become untouchable with the biggest and best guide to the seedy underworld of Lost Heaven...

FIRST AID Back in the Mob's heyday medical care wasn't what it is today. Take our advice and avoid terminal situations.

BEST PLAYED After gaining horses head-style inspiration from The Godfather...

LUCAS BERTONE SIDE-MISSIONS

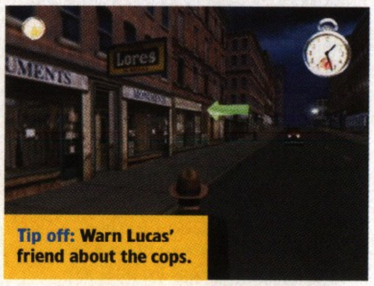
WANT THE BEST CARS THAT PRE-WAR AMERICA HAS TO OFFER? HERE WE SERVE THEM UP LIKE A HORSE'S HEAD IN A BED...

1. A TRIP TO THE COUNTRY

Drive from Salieri's warehouse to Lucas Bertone's garage for something extra. The cops are onto his friend and you need to warn him before they arrest him. Get back in your car and head back to Hoboken as fast as you can. Where the road bears right under the railway tracks we recommend carrying on straight ahead for a short cut but beware of the bumps so don't go too fast or else you'll roll your car. Stop by the green arrow and knock on the door. Warn Lucas' friend and then go back to the garage. He'll show you how to break into a Ulver Airstream 4-door Yellow and then tell you where you can steel one. Drive over to Oakwood, nab it when the coast is clear and then return to Salieri's Bar.

2. OMERTA

Drive from the National Bank to the garage and talk to Lucas. He wants you to teach a bouncer called Big Stan a lesson for his friend Carlo. Drive to the Black Cat Bar in Hoboken. Stop by the green arrow and give Stan a good pasting. He's a tough character so make sure to top up your health at Lucas' and keep backing away as you hit him. After a good beating he will run away so drive back to Lucas. In return he teaches you to steel a Thor 810 Sedan FWD Orange. Now drive over to Oak Hill to find one of your own. The owner's bodyguards are around so wait until the coast is clear. If they do spot you just carry on and drive back to Salieri's Bar as fast as you can.



Tip off: Warn Lucas' friend about the cops.

3. YOU LUCKY BASTARD

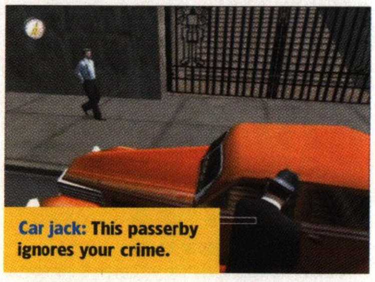
Drive from the Port to Lucas' and chat to him. One of his buddies has been shot and is lying in the street in China Town. Go and get him and take him to the doctor's house in Oakwood. Take the north bridge which cuts out Central Island and use your speed limiter otherwise the cops will constantly impede your progress. Steal a 4-door car along the way if you don't have one already. When you get to the scene get out (unarmed) and talk to the guy kneeling by Lucas' friend. They will get in your car so head for Oakwood and drop them off. Now head back to Lucas' and he'll teach you how to steel a Bruno Speedster 851 Silver. There's one on Central Island so drive over there. There's a guard patrolling the car park so wait until his back is turned before nabbing the motor and driving back to Salieri's.

4. CREME DE LA CREME

After killing Morello drive to Bertone's garage. He's got a car that's hot and wants you to dump it. Drive down to the cliffs near the lighthouse in Oakwood. Look out for the dirt track leading off the main road. You're wanted by the cops so there's point in limiting your speed. Park the car facing the cliff and then run around the back and press ⊗ to push it over the edge. Now get in the car parked at the start of the dirt track and drive back to Lucas. Your wanted status should have expired by now. Lucas tells you the location of a Celeste Marque 500 White in New Ark. Be quick or else the owner will leave the restaurant and you will have to give him a quick beating. Now return to Salieri's.

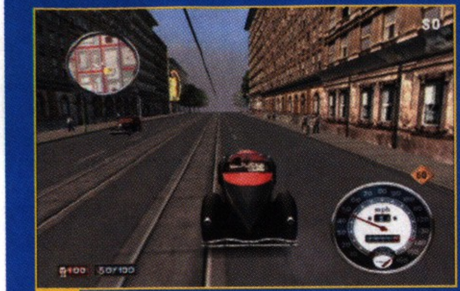
5. ELECTION CAMPAIGN

After assassinating the politician drive to Lucas Bertone's garage. Grab some health from the



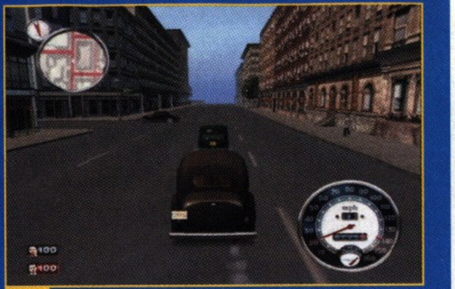
Car jack: This passerby ignores your crime.

BEAT THIS → ARE YOU A 'LUCKY BASTARD'? IF SO WE WANT YOU TO KILL SERGIO MORELLO WITHOUT USING ANY



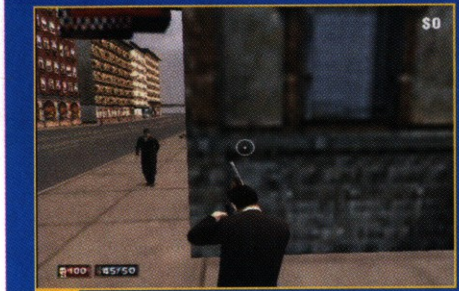
1 SLOW'S THE LIMIT

The speed limit in Lost Heaven is 60mph and if you drive faster than this the cops will be quickly on to you. This can be a real pain when you need to keep a low profile. A nice touch is that you can press L1 to limit your speed and therefore keep the fuzz off your back. However, don't accidentally leave your limiter on when you need to give chase or shake a tail.



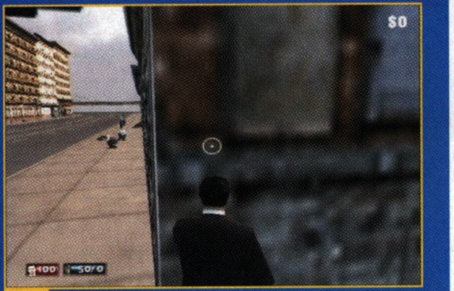
2 DRIVING TEST

If you drive recklessly on the way to a job you severely impede your chances of completing the mission. Every time you crash your car you lose health and your health doesn't get topped up when you reach your destination. Although it can become very frustrating, it is better to drive safely and carefully than to leave yourself at a severe disadvantage.



3 BULLET TIME

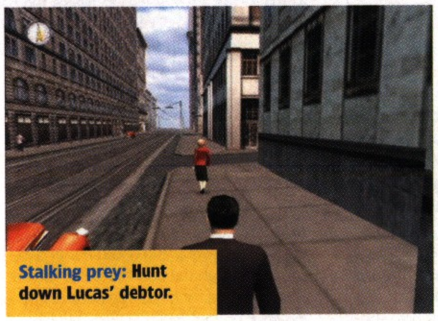
Reloading in *Mafia* is different to most other games. If your gun is only half full of ammo and you decide to reload you will lose the bullets that are currently loaded. This is something that you need to bear in mind on the levels where ammo is at a premium. It's often best to empty your magazine into an enemy, take cover and reload, and then finish him off.



4 CUTTING CORNERS

The third person perspective is really useful for scoping out areas without putting yourself in the firing line. Edge up to the corner of a wall or building and use the right analog stick to see if there are any enemies lying in wait. If you are crouching, you can also use this method to see what is going on behind the object you are using as cover.

Blood on the pavement: Get him to a doctor.



Stalking prey: Hunt down Lucas' debtor.

wall before talking to Lucas. He wants you to pick up one his buddies who has the cops after him although he doesn't know it. Drive over to Hoboken and get to him before the cops do. Park up next to him and he'll get in. Take him back to Lucas. He tells you where you can steel a Lassiter V16 Appolyon White in Oakwood. Drive over there and walk up to the car. Tell the two guys ogling it to beat it and then nab it when there are no police about. Now drive back to Salieri's Bar.

6. THE DEATH OF ART

Before tackling the final showdown with Sam go and see Lucas Bertone. Drive to the Corleone Hotel and follow the woman with the red top on foot. She will lead you to a man who owes Lucas money. Follow from a distance because if you get too close for too long she will rumble you. Now steal a car and drive back to Lucas. Now go and steal the car in China Town. When you get to the compound by the Bazaar open the gates to let the dogs out and then get back in your car. Run over all the dogs and then get back out and steel the Thor 812 Cabriolet FWD next to the garage when there aren't any cops in the vicinity. Now drive to the Art Gallery for the grande finale.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

TURF WAR

GUN BATTLES ARE THE STOCK AND TRADE OF ANY WOULD-BE MOBSTER. LEARN HOW TO LIVE AND LET DIE.

DUCK AND DIVE

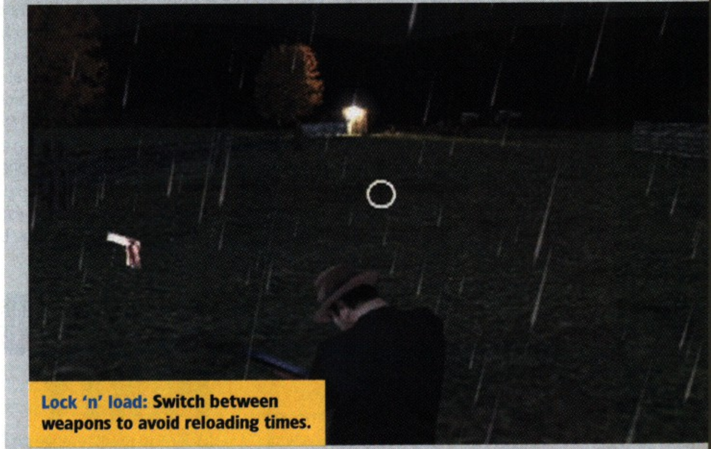
If you know a hoard of rival mobsters are lurking around the next corner, a good tactic is to press ◎ and the required direction to roll out, unleash a few shots and then reverse the direction to take cover again. Even if you get caught out in the open, pressing ◎ and the required direction is a good way to avoid taking too many hits.

FIND YOUR ENEMY

Pressing L2 and R2 locks onto any nearby enemies, and repeated presses cycles through all the enemies attacking you. If you are moving into an area where you think there might be bad guys about to waste you, keep on tapping L2 and R2 to show their whereabouts. The targeting system will often pick up on a hood before you've had the chance to see them.

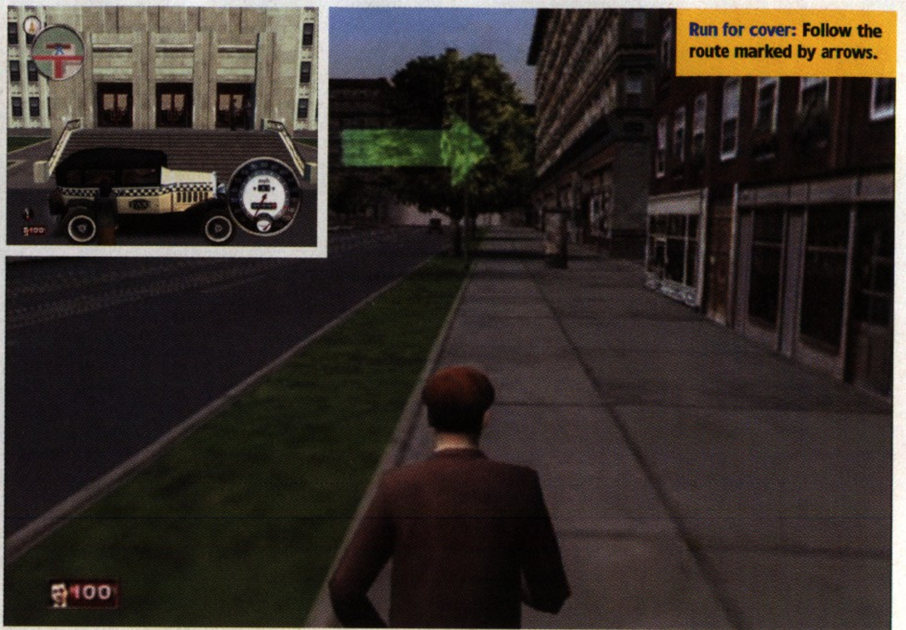
FULL ARSENAL

Always pick up the guns and ammo left behind by those you kill. You will quickly build up a pretty impressive collection of weapons. This comes in very handy. When you're in a firefight and you run out of ammo, don't wait for your weapon to reload. You'll be a sitting duck. Instead, quickly switch weapons with ↑ or ↓ and keep on firing.



Lock 'n' load: Switch between weapons to avoid reloading times.

Back hander: This is your first encounter with the mob...



Run for cover: Follow the route marked by arrows.

THE WALKTHROUGH

From taxi driver to Mafia hitman, Tommy's life is never dull.

AN OFFER YOU CAN'T REFUSE

When the cut-scene ends you have to lose the tail on your taxi. There is no sure fire way of doing this but your best bet is to take as many turns as you can in quick succession. Your cab isn't the fastest motor on the road so if you go straight for too long the rival gangsters will stay right on you. You can see where the tail is on the onscreen map; as soon as you are out of sight take a turning as soon as you can and you'll lose them. You'll now be told to get to Salieri's Bar which is marked on your map (press SELECT) by a blue cross. There's no great hurry so don't drive too recklessly – you don't want to kill yourself or the gangsters and have to start all over again. Once at the bar a cut-scene will kick in and you'll be offered some work...

TAXI DRIVER

Back to the old grind. This 'mission' is very similar to the R3 cab mission in *GTA: Vice City*. Simply take your passenger to their required destination and drop them off. A new fare will immediately get in so repeat the process. To avoid getting the cops on your back press L1 to limit your top speed so you don't break the limit. Drive very carefully because you don't want to upset any of your customers. Run over a pedestrian and you'll have to restart the journey. It's also a good idea to take in your surroundings so you can begin to find your way around Lost Heaven without having to always check the map. After five fares Tommy needs a coffee break...

THE RUNNING MAN

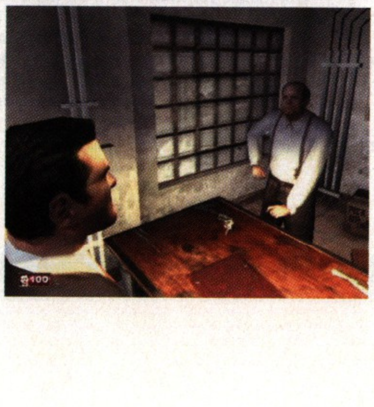
After Morello's thugs attack you run towards the first green arrow directly in front of you. Zigzag left and right to try and avoid the hail of bullets. Go right into the alleyway and follow it around to the left. Run in between the sheds out onto the road. Take the road ahead of you to the left. Turn right at the green arrow and head into the alley. Go left and up the steps. Go right at the green arrow and follow the alley around and down some steps. Go down the next set of steps and turn left onto the pavement. Turn left at the green arrow and follow the alley through the passageway back out into the open. Turn left and make a beeline for Salieri's Bar and a cut-scene which sees Morello's boys getting knocked off and you becoming one of the boys.

MOLOTOV PARTY

It's time to exact revenge on Morello's gang – follow the map over to New Ark with Paulie. Pull up on the left just before Morello's and get out of the car. Run left around the back of the parking lot. Open the wire mesh gate by pressing ⊗ and then creep up behind the lookout. Equip your baseball bat and then hold R1 until the meter maxes out. Release R1 and knock the guard unconscious. Now turn around and smash the car nearest to you repeatedly with your bat (tap R1) until it's a wreck. You have to immobilise the three cars quickly or else Morello's men will catch you in the act. When all three cars are smashed to pieces run back to the car and drive back to Salieri's Bar. Drive up to the red gate next to the bar to complete the mission.

ORDINARY ROUTINE

When the meeting ends head out of Salieri's office and go through the pool room into the bar. Walk around the bar and take the door on the left. Take the door on the right that leads out back. Head around to the right and go up the stairs by the gate. Get the gun from Vincenzo and then go and talk to Ralph who is working on a car by the garage. After he's shown you how to break into the car get in it and wait for Paulie and Sam to get in. Now drive out onto the street and to Central Island.



DRIVE TO HOBOKEN

Stop by the green arrow and Paulie will get out to collect the protection money. When he gets back in the car drive to Hoboken for the next pick-up. Stop at the green arrow by the Pompeii Bar and Paulie will get out again. When he returns it's time to head off to the country for the final pick-up at a motel. After the cut-scene Paulie and Sam go to collect the money. Things don't go to plan – a rival gang has taken over the motel and you have to rescue Sam whilst Paulie lies injured by the car.

Run around to the left of the motel. Use L1 to climb up the boxes onto the balcony and go through the door. Turn right, open the toilet door and shoot the gangster who is sitting on the toilet. Grab his gun and turn around. Shoot the gangster at the end of the corridor and take the door on your right. Pick up and equip the Tommy Gun on the bed. There's a medical cabinet on the wall containing health. You shouldn't need it yet but come back to get it if your health falls dangerously low later on. Turn right onto the corridor and shoot the gangsters coming towards you.

THE BALD BRUISER

Edge down the stairs, pressing L3 to crouch. Shoot the gangster through the doorway and then edge up to the doorway. Shoot the mobster behind the pool table, the one to his left and then the one behind the bar. Go into the bar and a bald bruiser will come running at you fists flailing. Gun him down and then go into the backroom to find Sam. However, the big bruiser comes back from more. After he's decked you simply gun him down again before he can shoot at you. Go back to Sam and after the cut-scene you have to chase the gangster who's stolen your money. His car shows up as a

Ram raid: Go into the parking lot to waste Morello's fleet of cars.

MORELLO'S
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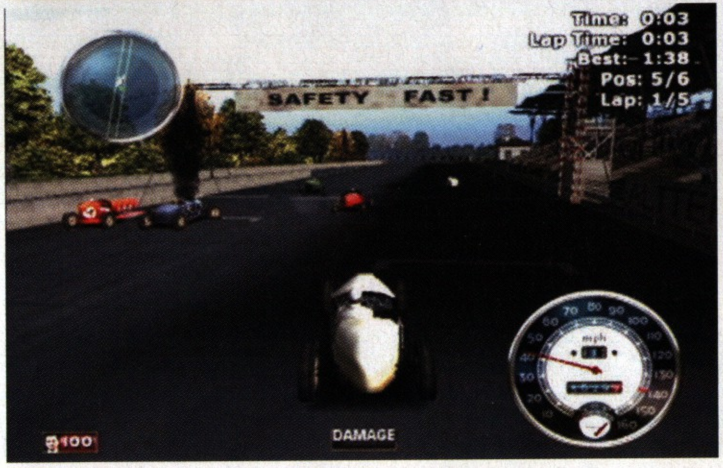
92



Grinding it out: In amongst all the murder and robbery love blossoms...

blue cross on your onscreen map. Catch up with him and press R1 to fire your Tommy Gun out of the car window. A few well placed rounds will see his car go up in smoke and the mission end.

FAIRPLAY

After talking to Ralph it's time to find Bobby at the entrance to the racetrack. Don't even think about using the speed limiter – time is of the essence. Once you go off the map just follow the road and then stop by the hut at the entrance to a tunnel. Talk to Bobby and will raise the barrier before getting into your car. Drive through the tunnel and follow the road to the garages by the racetrack. Stop by the green arrow and get out. Follow Bobby into the garage and take the racing car. Drive to Lucas Bertone's garage as fast as you can.

The racing car is quick but doesn't turn so good so always brake sufficiently before corners. Avoid damaging it too much as well because you have to return the car to the racetrack in good nick. Once Lucas has nobbled the car take it back to the racetrack as fast as you can. The damage meter will be reset so don't worry if you took a few knocks on the way to Lucas'. With the racing car safely parked up in its garage simply drive back to Salieri's Bar in your Schubert (which feels incredibly sluggish after driving the racing car).

RACE DAY

Salieri's race driver has broken his arm so it's down to you to win the big race. The gang has got a lot of money riding on you so the pressure is really on. Jump in a car and head over to the race track to meet Frank. After the quick briefing it's time to hit the track. The other racers aren't that fast, so take it carefully – you'll lose more time by running off the track than by taking a corner a bit too slowly. Use the onscreen map to judge the severity of each corner and after five laps you should finish first. After the race you find yourself back at Salieri's Bar. Run around to the gate and press ⊗ to select a car. Now drive over to Lucas Bertone's where he will show you how to steel a nice yellow Lassiter. Now drive over to Central Island to lift one of your own. Make sure there aren't any cops around before picking the lock and then drive back to Salieri's Bar.

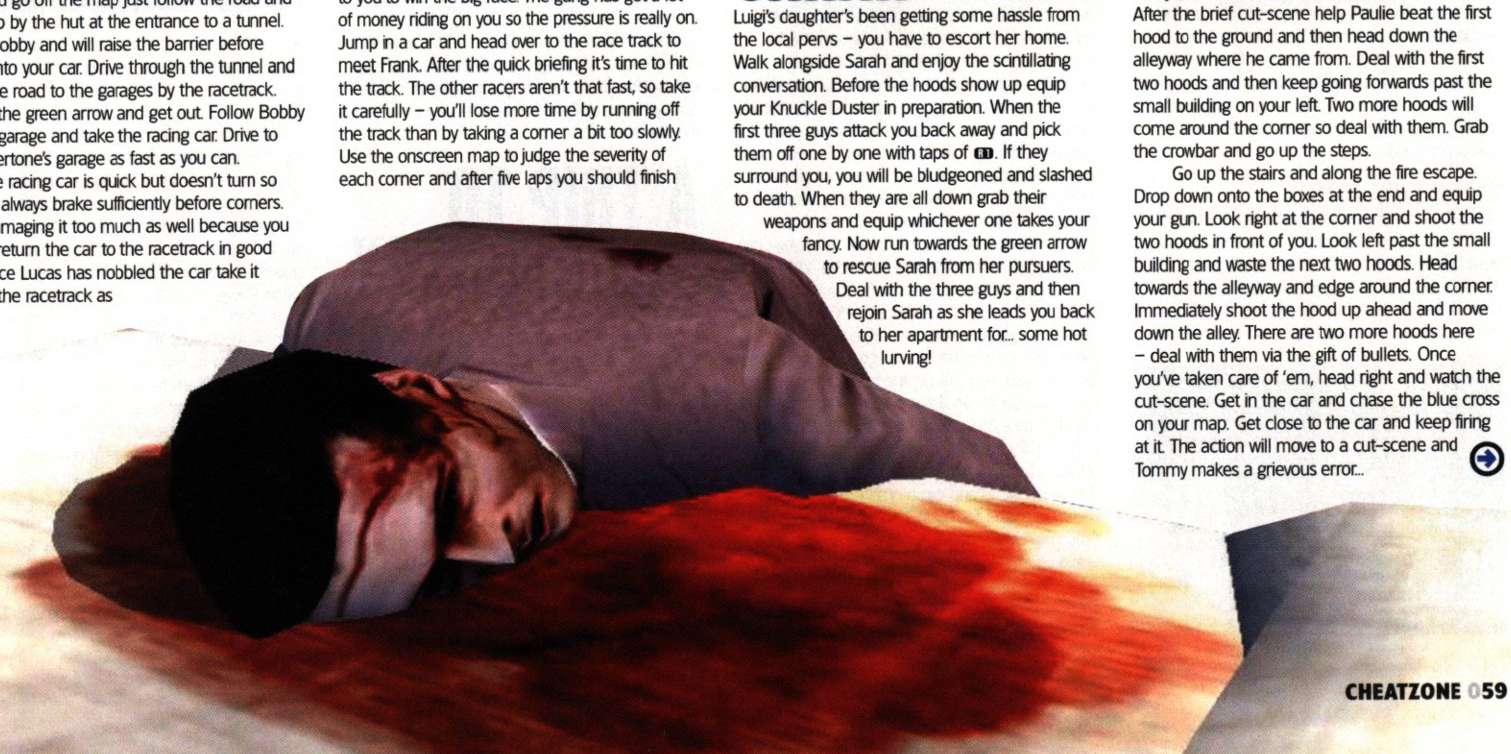
SARAH

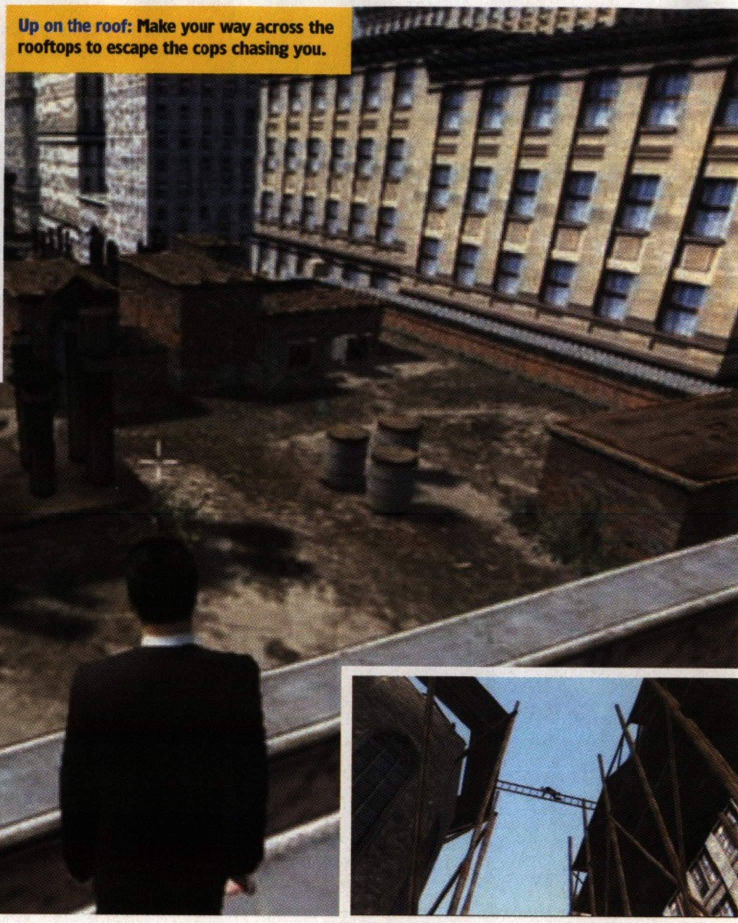
Luigi's daughter's been getting some hassle from the local pervs – you have to escort her home. Walk alongside Sarah and enjoy the scintillating conversation. Before the hoods show up equip your Knuckle Duster in preparation. When the first three guys attack you back away and pick them off one by one with taps of R1. If they surround you, you will be bludgeoned and slashed to death. When they are all down grab their weapons and equip whichever one takes your fancy. Now run towards the green arrow to rescue Sarah from her pursuers. Deal with the three guys and then rejoin Sarah as she leads you back to her apartment for... some hot lurving!

BETTER GET USED TO IT

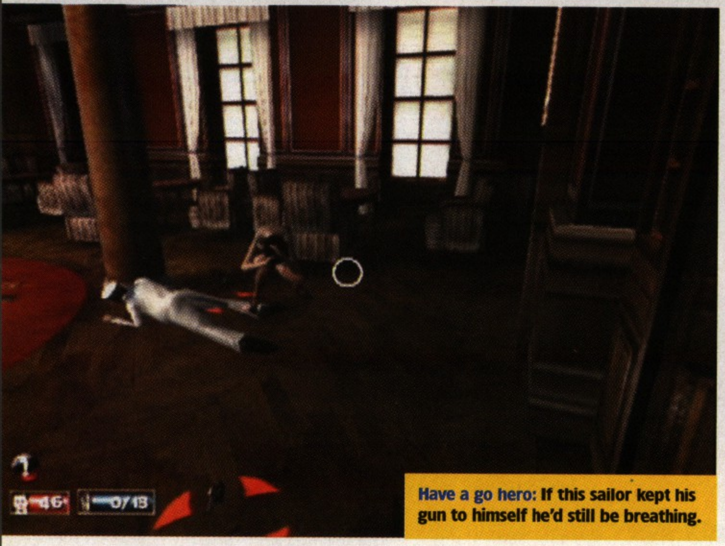
After getting a weapon and a car head to Chinatown to get some information from Biff. He tells you where to find the gang – drive to the old service station nearby. Equip your Baseball Bat and follow Paulie (if he dies you fail the mission so keep an eye on his health which is the blue indicator). After the brief cut-scene help Paulie beat the first hood to the ground and then head down the alleyway where he came from. Deal with the first two hoods and then keep going forwards past the small building on your left. Two more hoods will come around the corner so deal with them. Grab the crowbar and go up the steps.

Go up the stairs and along the fire escape. Drop down onto the boxes at the end and equip your gun. Look right at the corner and shoot the two hoods in front of you. Look left past the small building and waste the next two hoods. Head towards the alleyway and edge around the corner. Immediately shoot the hood up ahead and move down the alley. There are two more hoods here – deal with them via the gift of bullets. Once you've taken care of 'em, head right and watch the cut-scene. Get in the car and chase the blue cross on your map. Get close to the car and keep firing at it. The action will move to a cut-scene and Tommy makes a grievous error... ➜





Up on the roof: Make your way across the rooftops to escape the cops chasing you.



Have a go hero: If this sailor kept his gun to himself he'd still be breathing.

THE WHORE

After Frank fills you in on the situation drive to the Corleone Hotel downtown. Go into the hotel and keep your weapon holstered. Take the steps to the left of the information desk and then go left into the lounge. Carry on through into the dining room and the manager is sitting on the raised level to your right, wearing a white suit. Stand on the steps leading up to him to block his path and then draw your weapon and gun him down in cold blood.

When the manager's dead go up onto the raised level and take cover because some heavies come gunning for you. Pick them off quickly. Move back towards the lounge and shoot the 'bad guys' in here. Move into the lounge. There's an innocent looking sailor here – kill him because he will try and cap you later.

BLOW THIS JOINT

Grab all the ammo and guns that are scattered around and head back to the front desk. Run behind it and into the backroom. Grab the key from the wall and then take the health from the cabinet. Now head up to the second floor. Shoot all the mobsters who come after you. Take the right-hand turn, follow the corridor around to the right and take the first door on the left. After the cut-scene with the whore run up to the top floor, head left and go into the Director's office. Shoot the gangster in here and then grab the documents and then set the explosives before running out of the office. After the cut-scene you will find yourself on a rooftop.

THE PRIEST

The police are after you so quickly run forwards and climb up onto the ledge leading to the fire escape. Run up the stairs with the cops on your tail. At the top turn right and do a u-turn. Carry on and follow the ledge around to the left. Go through the blue door, grab the health and go up the stairs. Turn right and climb onto the ledge. Face left and climb up onto the next level. Turn right and climb onto the ledge in front of you and jump down to the next rooftop. Go forwards and bear to the right-handside of the rooftop before climbing onto the ledge and dropping down onto the boxes.

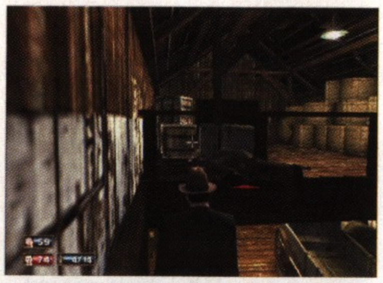
Run up to the ledge in front of you, crouch and target the cop in the distance. When he's dead head left and climb onto the ledge and drop down the ledges. Run to the left and go down onto the ledge on your right. Target the cops to your left and take them down. Go down onto the rooftop and kill the cops here. Move forwards and look to your left behind you – there's a sneaky cop lurking in an alcove – take him down! Grab all the weapons and run up the ramp and climb onto the ledge. Shoot the cops on the fire escape on your left and then drop down onto the fire escape. Go up the stairs and around to your right for a cut-scene.

FUNERAL PYRE

When the action restarts head down the wooden stairs, run around to the next set, grab the health and head down for a shock. Yes, you've gatecrashed the funeral of the councillor's son you killed. Now it's time to waste the congregation. After the cut-scene shoot the guy right in front of you and then go into a crouch and edge out into the church. Target the gangster on the left first and then take cover by the altar. Now target the heavy on your right before taking down the mourner in the pulpit. When they are all down edge over to the left-hand side and kill the heavy in front of you. Now move to the aisle and target the Tommy Gunner up high. When he's down grab all the weapons. The doors will open and four heavies come looking for you – take cover and take them down. After the cut-scene jump into the hearse and get back to Salieri's sharpish because the cops want your ass.

A TRIP TO THE COUNTRY

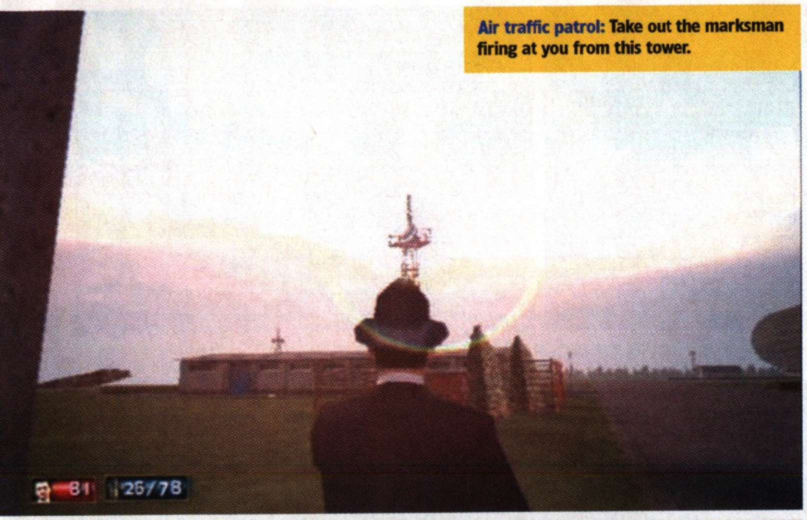
After talking to Ralph drive to Salieri's warehouse to meet Paulie. After the cut-scene you have to go and find out what has happened to the whiskey shipment. It all looks very risky but don't worry, there aren't any rival gangsters around... yet. Follow the path straight on and you'll see a truck on your right-hand side. Walk up to it and a cut-scene will play. Quickly shoot the too hoods in front of you. Now turn around and shoot the heavy to the left of the hut behind you before heading back the way you came. As you pass the first storehouse on your left shoot the gangster on the higher level and then carry on. Two gangsters appear from the next building on your left so take them down. Keep heading back to Paulie and take out the two gangsters who appear from the hut on the right. Mop up the heavies on the bridge and then speak to Paulie.



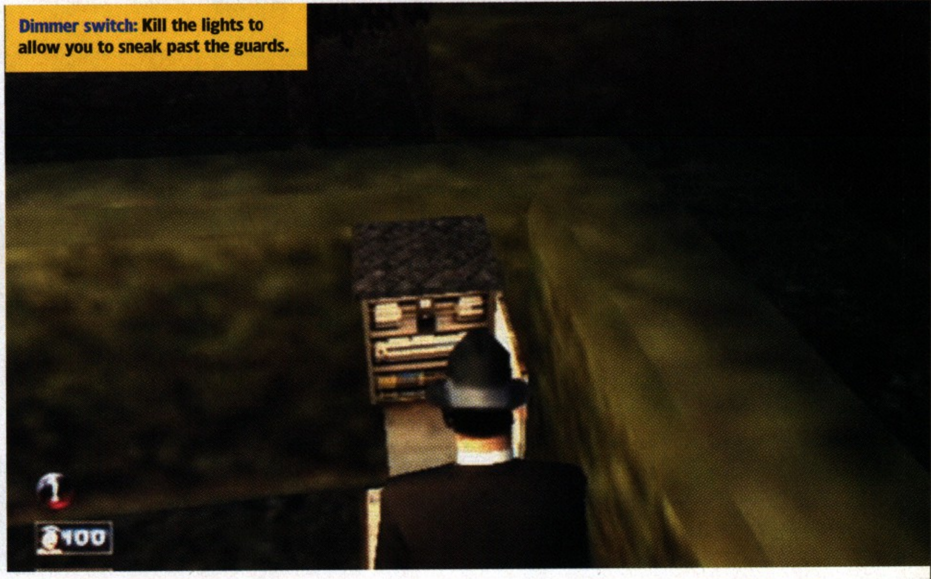
SAVING SAM

Sam's being held captive so there's nothing for it but to head back into the breach. Run back down the path and follow Paulie to the storehouse. Shoot the gangsters and then go up the stairs and take out the heavies up there and Paulie will grab the crowbar. Grab the health from downstairs and then follow Paulie to the barn and he will jammy the door open. Clear the ground floor of scum and then head upstairs and clear the first floor. Head up to the top to find Sam.

Paulie heads back to get the truck, leaving you to protect Sam. Crouch by the opening and look down in anticipation of any enemies who might attack. The cops have shown up so take out everyone you can see. When Sam turns up in the truck head back down to help him out. When the coast is clear a cut-scene rolls and it's time to hit the road, except you've got company. Edge away from the edge at the back of the truck and shoot the three pursuing cars until they go up in smoke. After the cut-scene drive back to Salieri's Bar or take on Luca Bertone's side mission.



Air traffic patrol: Take out the marksman firing at you from this tower.



Dimmer switch: Kill the lights to allow you to sneak past the guards.

OMERTA

Go and see Vincenzo and Ralph and then drive to China Town to meet your informer. He doesn't know anything about Frank's whereabouts but knows someone who might so head down to Central Island. Again you draw a blank except the location of another snitch – this time he's under the bridge in New Ark and he really isn't in the mood for talking. A few blows to the head, however, and he'll tell you everything that you need to know. Frank's turned snitch and is being held by the police down in Oakwood so head down there for a cut-scene. Follow the police car at a distance to the airfield.

FINDING FRANK

At the airfield, equip you Pistol, dodge the oncoming car and head for the entrance ahead of you and to the left. Edge close to the doorway and take out the agent behind the counter on the right and the agent hiding behind the pillar. Now edge out and take out the two agents on the left-hand side. Frank makes a run for it – quickly grab all the weapons, equip the Tommy Gun and grab the health from the wall before making chase. Bear right towards the empty hangar but be wary because there are agents lurking inside it. Keep to the left-hand side and look right as you approach the first orange crate – an agent is hiding behind the green crate. Go around the left-hand side of the orange crate. Immediately face right and take down the Tommy Gunner before he can shoot you. In between the grey crates is another agent. Kill.

FINDING FRANK'S FAMILY

Carry on through the hangar and then turn left as you exit. Target the cop up on the tower and then head between the low buildings up ahead. Kill all the guards you encounter, including the two in the parking lot where you will find Frank cowering. When the coast is clear walk up to him to trigger a cut-scene. Now you have to find Frank's family. Move to the right-hand side of the low buildings and you will see two guards in front of an open door – take them down and approach the doorway. In the building you will find a woman and a small girl – walk up to them and talk to them. Grab the health from the wall if you need it and then go back to Frank. Once freed, escort him to his family, but there's just one more thing – they need their tickets – before he will tell you the location of the accounts. Yup, you have to find the tickets for his daughter and wife. Run back to the check in desk where you began fighting The tickets are on the counter – grab them, return to Frank.

FINDING FRANK... AGAIN

After sparing the rat, it's time to go and get those books. Head back to your car, this time going round the back of the check-in building. There are some cops waiting for you so waste them with your Tommy Gun. There are a couple of cops by each cop car so clear each one in turn. Steal a car and make your exit. Drive to the bank Downtown and make sure to holster your weapon before getting out of your car. Go into the bank to pick up the books and return to Salieri's Bar.

VISITING RICH PEOPLE

After visiting Vincenzo drive to Hoboken to pick up Salvatore the safe cracker. Now it's time to drive to the Prosecutor's villa in Oak Hill and retrieve the evidence implicating Salieri. Park up by the green arrow, go through the gate which Salvatore will open and equip your Baseball Bat. You can now use ⊗ to give Salvatore alternating 'wait' and 'follow me' orders. Run left immediately and hide by the statue and wait for the guard to walk past you. Tell Salvatore to wait. The guard will stop with his back towards you so smack him on the head. Now turn around and follow the path around to the right. On the right-hand side by the bench is the power controls for the outside lights.

Run back to Salvatore and get him to follow you. Now run past the power box and stay as far left as you can, avoiding the guards up ahead. Take the tradesman's entrance at the side of the villa and go up the stairs all the way to the top floor. Open the door at the top and take the corridor straight ahead. Open the door and take the door straight ahead of you. Turn left and go through the door at the end of the corridor into the study. Go up to the safe and Vincenzo will open it. Retrieve the evidence. Meanwhile, the Prosecutor returns home. Head back the way you came, equipping a gun. Shoot the two guards who appear at the tradesman's entrance and make a beeline for the gate. Steal the first passing car and then drive Salvatore back to Hoboken. Stop by the green arrow. Salvatore will get out. Return to Salieri's Bar.

GREAT DEAL

Take the stairs up to the top of the multi-storey car park and head left to find Bill. After the cut-scene all hell breaks lose. Target all the gangsters in front of you and take 'em down with your Tommy Gun whilst popping in and out of cover. When it's clear head forwards to grab some weapons. A car will pull up and more gangsters will attack, take cover and take 'em down. Now head down the ramp to the next level. Clear it of gangsters and then head down the next ramp and clear the next level. Go down to the ground floor and waste the remaining gangsters. There is some health on the wall by the ticket office if you need it – you probably will.

Now head back up the stairs to the top level and get in the truck which you need to drive to Salieri's Bar. As soon as you leave the car park some of Morello's mob pick up your tail – lose them by weaving through the streets. We found the best way is to turn right onto the pavement straight away and then go right again around the car park. Turn right again and drive up the pavement behind the car park. Turn right again to emerge where you began. Carry straight on and take the alley between the two buildings. Turn left onto the road and then take the next left. Turn right at the junction and you should have a big lead on the tail, keep taking regular turns and you'll shake him. Get back to Salieri's warehouse.

BUON APPETITO

Drive Salieri to the restaurant in New Ark. After the cut-scene head out the back of the

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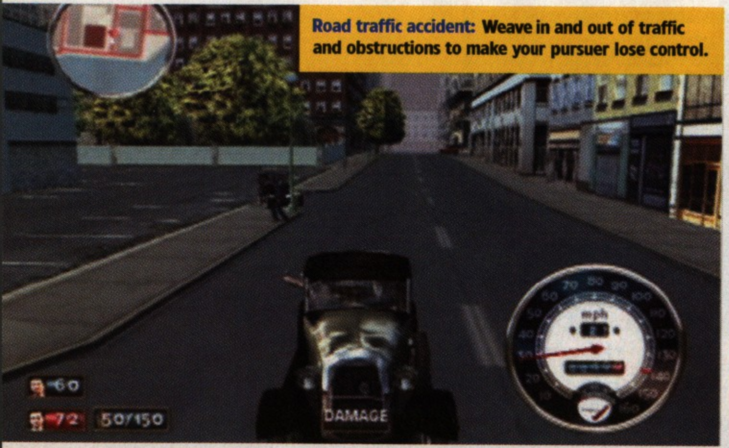


Road traffic accident: Weave in and out of traffic and obstructions to make your pursuer lose control.

Bomb jack: Tommy wouldn't do this if he knew the consequences...

restaurant, leaving Salieri to keep Morello's mob busy. There's some health by the backdoor which you can come back for. Approach the alley in front and to the right of you. Shoot the lookout at the end. Grab his Tommy Gun and then turn right and approach the corner. Edge out and target the nearest heavy. Now retreat around the corner and wait for the gangsters to appear one by one, allowing you to pick them off with a minimum of fuss. Go around the corner and drop any survivors. Go through the open door on your right and up the stairs. Kill the gangster by the window and a cut-scene will roll.

DROWNING THE RAT

Salieri knows his bodyguard has betrayed him so the two of you have to whack him immediately. Take one of Morello's cars and drive to Carlo's house by the West Marshall Bridge. Stop by the arrow and go through the door. Let Salieri go up the stairs and then kick the door down with ⊗. Run through the flat, climb through the open window and run down the fire escape. Run right and turn left around the last hut. Shoot the guy in white and the turn left and shoot the guys attacking you, including Carlo.

HAPPY BIRTHDAY

After talking to Ralph drive to the docks on Central Island. You won't get onto the boat dressed like an ordinary Joe though, so go through the open door by the jetty and nab the sailor's uniform. Go through the security search and then watch the cut-scene. Now run up the steps in front of you and follow the deck around to the right past the two women chatting. Go left around the corner and then right. Go left when you get to the paddle and then left before the stairs. This is the toilet where the gun is but it's out of order and locked. Run back down to the lower deck and find the lifeguard (he's wearing a stripey top). Keep on talking to him and he'll give you the key to the toilet after you promise to clean it out.

Run back to the toilet and grab the mop and bucket nearby. Grab the gun and then clean the toilet. Go back to the lifeguard and return the key. After the friendly banter head up to the top deck and wait by the stage for the Councillor to emerge from his cabin. After the cut-scene walk up to the stage and shoot the Councillor dead. He will just cower making for a very easy target. Forget about trying to take out his bodyguards – just leg it down to the bottom deck and jump into the motor launch to make your escape.

YOU LUCKY BASTARD

After talking to Vincenzo and Ralph drive Paulie to the Italian Garden Restaurant on Central Island. Get out by the green arrow and make the phone call to the restaurant from the booth opposite. Morello's not there and Paulie's shot the wrong guy. Get back in your car and shake the tail by using the usual method and then head back to Salieri's Bar.

After the cut-scene take the bomb from the desk and grab a car. Drive over to Oakwood and pull up near Sergio Morello's (the brother of crime boss Morello) car. Wait briefly and the guard will go indoors. Quickly run up to the car and place the bomb. Get back in your car and a tragic cut-scene will play. You've blown up Morello's mistress by mistake. Oh dear.

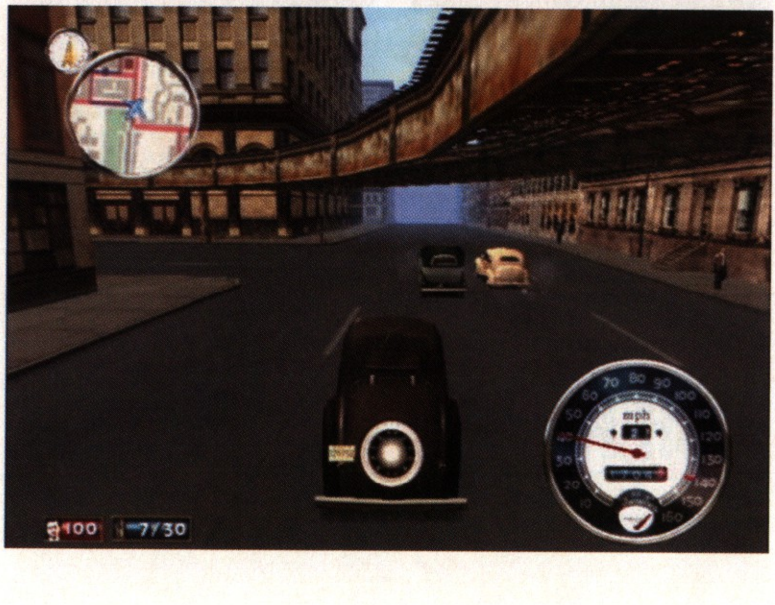
IN A JAM

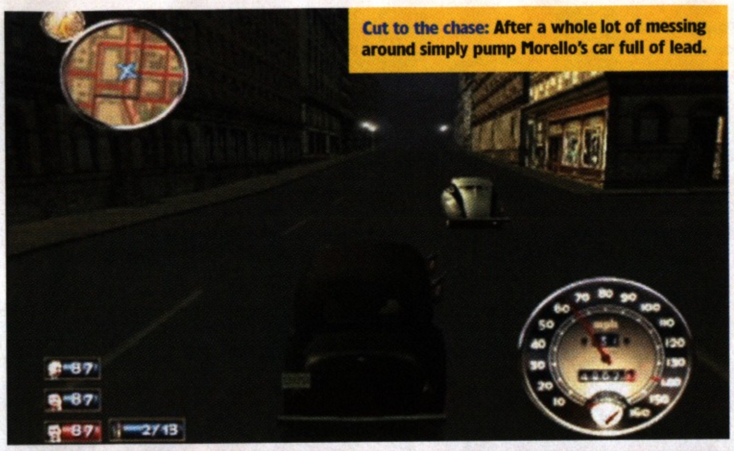
After the cut-scene drive Paulie to the Rainbow Garden Restaurant Downtown. Park up in the car park. Paulie's gun jams as he tries to shoot Morello so get the hell out of there. Lose the tail by driving as fast as you can and weaving in and out of traffic and other obstructions that your pursuer can crash into. After you've lost the tail, back to Salieri's Bar.

After the cut-scene chase Sergio Morello's car to the port. After the cut-scene immediately shoot the heavy to your right and then take down the one to your left. Wait for the guy to run out from behind the truck and shoot him too. Grab all the weapons. And turn right into the open area after the truck. Keep going straight on until two dock workers run across your path. Face right and shoot the gangster who comes around the corner. Turn around and walk past the storeroom on your right. Face left up the alley and shoot the two men by the truck at the end. Face towards the next storeroom, edge forwards. The shutters on the first floor will open. Target the gangster who appears.

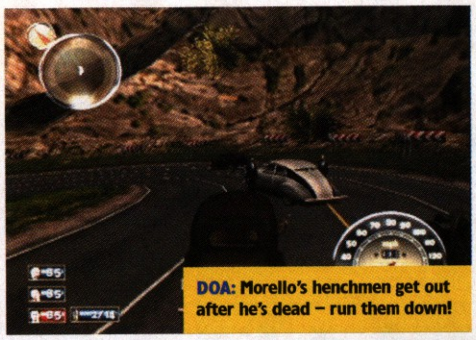
KILLING IN THE CRANES

Move forwards and take down the heavy in front of the storeroom and take his Rifle before going up the ramp and inside the building via the stairs on the left-hand side. Go upstairs and grab the ammo

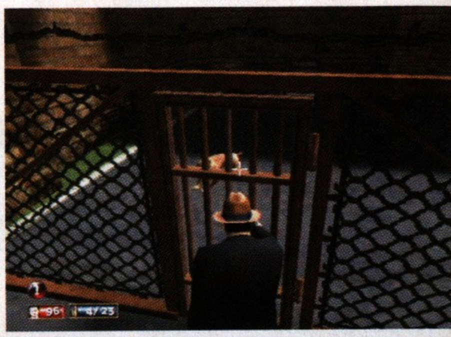


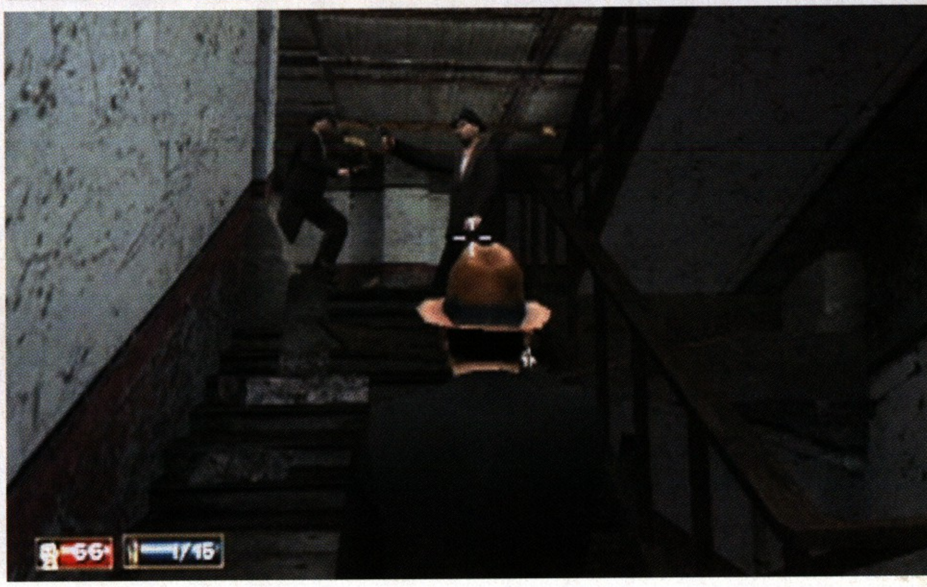


Cut to the chase: After a whole lot of messing around simply pump Morello's car full of lead.



DOA: Morello's henchmen get out after he's dead – run them down!





up there. Go back down and shoot the gangster. Go down the ramp to your right as you came down the stairs and then head right past the stacks of lumber. Use the rifle to shoot the gangster high up on the crane (you will have to aim manually here). Move forwards and then head left in between the dockside and the buildings. Shoot the bad guy on the next crane and then edge forwards and snipe the gangster on the final crane.

MURDER MORELLO

Now equip your Pistol and approach the crates in front of you from the right-hand side. There's a guy with a Tommy Gun hiding between the first two crates. Kill him before he can fire at you. Grab his weapon and equip it before moving alongside the crates again. There's another gangster with a Tommy Gun behind the last set of crates – repeat the process. Now move forwards to the piles of lumber ahead of you, ignore the green arrow for now. Two gangsters appear by the building up ahead so gun them down. Now face right and go through the grey door. Open the door on the right and shoot the gangster. Now go through the door at the end of the corridor and grab the health. Now go up to the switch by fuel tanks and press ⊗ to move it. Now go up to the green arrow and press ⊗. Follow the fuel tank that smashes into Morello's hideout and then watch the cut-scene.

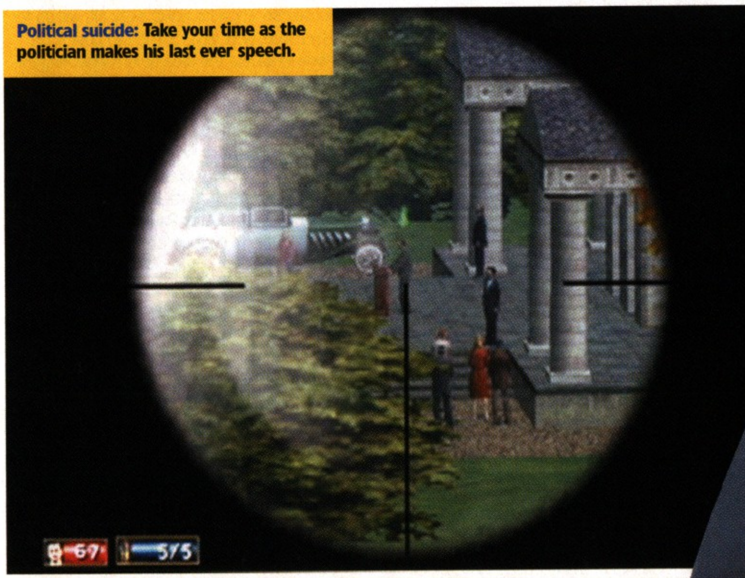
Now edge up to the now open entrance and shoot the gangster on top of the lumber. Go into the shed and head right to take down the next gangster hiding behind a crate. Now look to the opposite side of the shed and take down the gangster who appears. Stick to the right-hand side and shoot the gangsters hiding behind the lumber. Now move into the open and take down Sergio Morello who is at the far end of the shed. Walk up to his dead body for a cut-scene and then grab the health from the backroom before returning to your car. There are a few gangsters around so be wary and use your Tommy Gun to good effect. Now return to Salieri's Bar.

CREME DE LA CREME

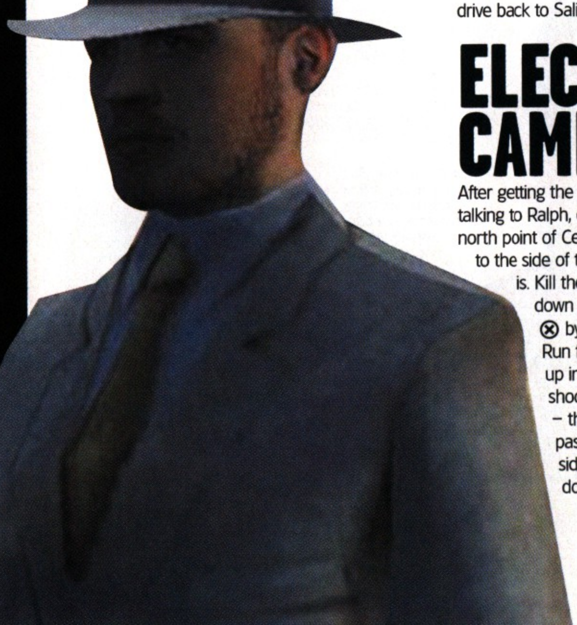
After talking to Vincenzo jump in a car and drive to the Theatre on Central Island. Morello will be leaving as you arrive – follow his car and pump it full of bullets. Let Paulie and Sam do all the shooting while you concentrate on driving. Keep on going into the countryside and eventually Morello will die and his car will come to a stop. Now simply drive back to Salieri's Bar.

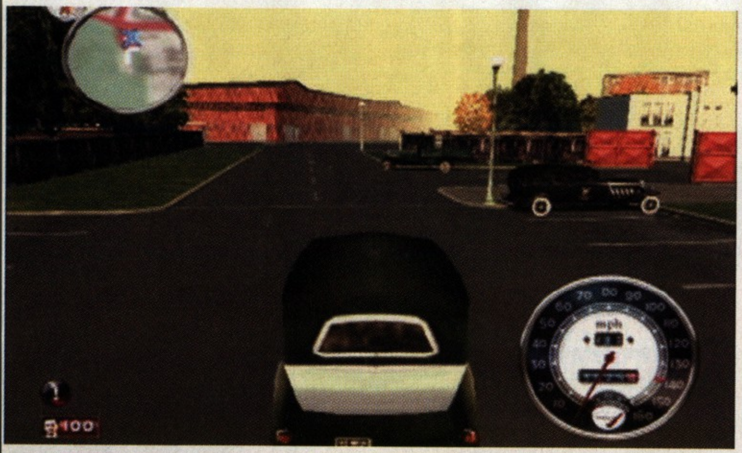
ELECTION CAMPAIGN

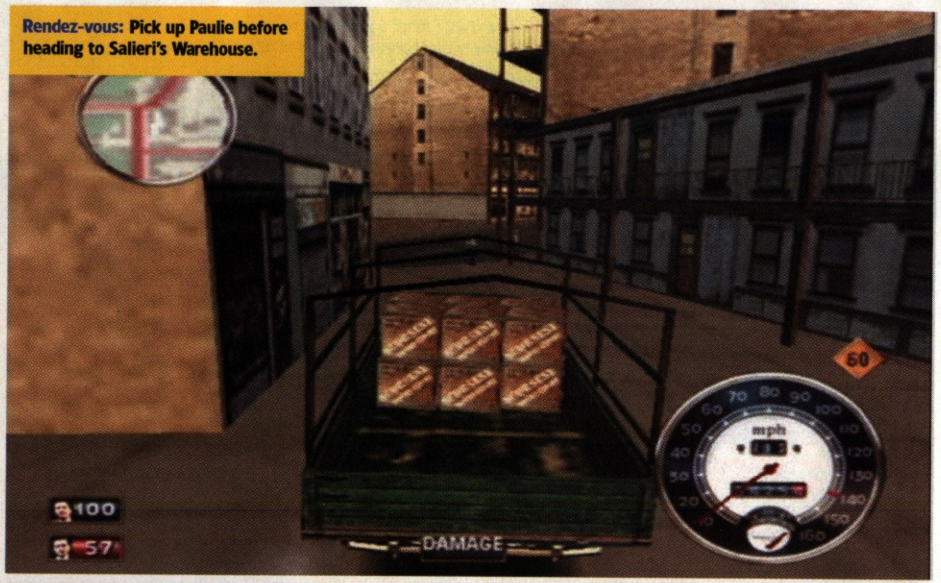
After getting the Sniper Rifle from Vincenzo and talking to Ralph, drive to the Old Prison on the north point of Central Island. Drive down the alley to the side of the prison where the green arrow is. Kill the guy there and hide his body down the sewer. Press ⊗ by the manhole to climb down. Run forwards to the ladder and climb up into the prison. Head right and shoot all the dogs in the fenced area – the reason will become clear. Run past the manhole, head left down the side of the prison. Open the door on your left and go inside. ➔



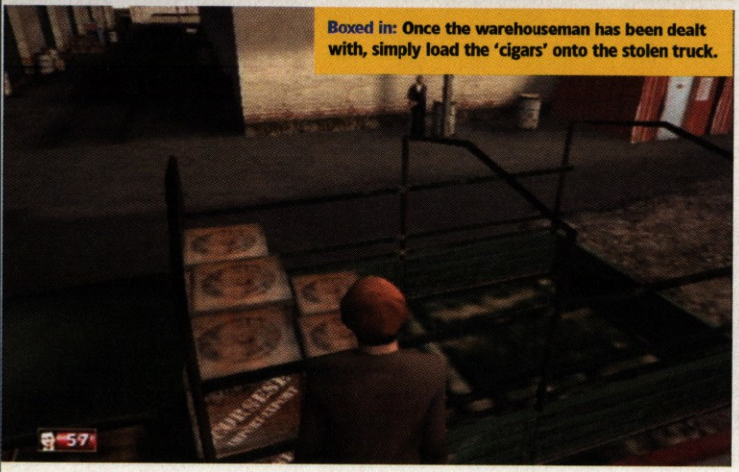
Political suicide: Take your time as the politician makes his last ever speech.



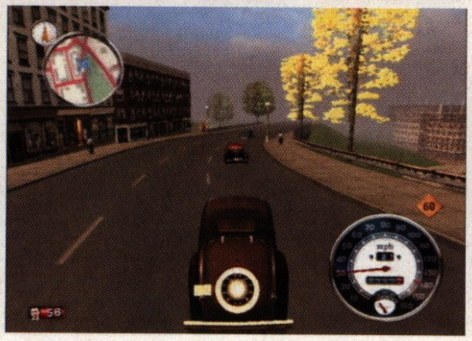




Rendez-vous: Pick up Paulie before heading to Salieri's Warehouse.



Boxed in: Once the warehouseman has been dealt with, simply load the 'cigars' onto the stolen truck.



The prison isn't as deserted as it looks – it's packed full of bloodthirsty outlaws so be on your guard. Head through into the next room and open the barred door on your right. Go through the opening up ahead and then right up the stairs. Shoot the outlaws in the next area and grab their weapons. Take the doorway near the stairs you came up and carry on through. Take the doorway on the right and then open the wire mesh door. Deal with the guy with a Shotgun in the room on your right and then grab the Iron Bar and the health on the wall.

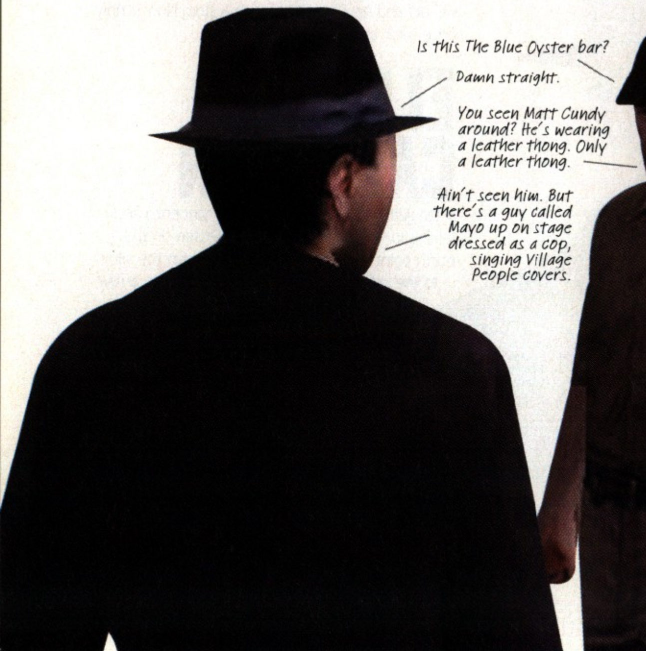
DOING TIME

Head back the way you came and then carry on forwards. Open the barred door and go through. Go onto the wooden walkway and head left up the stairs. Go through the doorway on your left and approach the next door. Press ⊗ to kick it open and then shoot the outlaw. This next room is packed with enemies so edge into it and blast them one by one, taking cover when you need to. Head for the doorway at the end. You'll hear the sound of a door opening – turn around and take down the outlaw who appears. Now carry on through the doorway and shoot the two outlaws who come running at you.

GRASSY KNOLL

Grab the health from the wall on your left, by the hole. Now go through the door leading onto the long corridor and head down it. Through the next doorway is an outlaw in a cell – shoot him and his mate who comes to help. Head right past the cell and then face right and shoot the outlaw on the stairs. Head up the stairs all the way to the top. Walk up to the door at the top and go through. Equip the Sniper Rifle and press R1 once to look through the scope. The politician has a green arrow over his head. The sight moves round a lot so take some time to judge your shot and then take him down. If you miss he will just cower so keep on shooting until he is dead.

Now run back down the stairs all the way to the where you came up from and then head right and right again and carry on down. Go through the open doorway into the yard where the dogs were and head left. Shoot the padlock on the small door in the gate and go through. Holster your weapon and run around to where you left you car and drive back to Salieri's Bar.

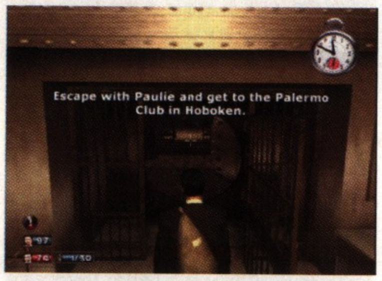


Is this The Blue Oyster bar?
Damn straight.
You seen Matt Cundy around? He's wearing a leather thong. Only a leather thong.
Ain't seen him. But there's a guy called Mayo up on stage dressed as a cop, singing Village People covers.

JUST FOR RELAXATION

After talking to Vincenzo and Ralph drive to the agreed meeting place in the Works Quarter with Sam and Paulie. After the cut-scene drive to the port. Pull up in the car park where the cops are and wait for the truck to come out of the port. Follow it until you are out of sight of the cops and then fire a shot. The driver will stop and get out. Gun him down and take the documents he drops. If any police get in on the act just kill them. Now get in the truck and drive back to the Port through the open gates. Make sure to holster you weapon.

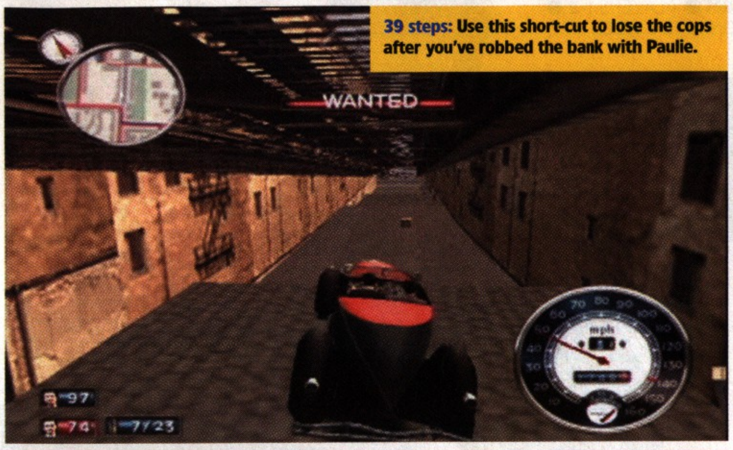
Now drive forwards past the guards. Bear slightly right and then keep going straight on. Pull up by the warehouse with the open shutter on your left, next to the raised walkway, and get out. The Scorsese import boxes are here. Follow the warehouseman when he walks away. He will go for a pee by a tree. Now wait for the two guards on either side to vacate the area before whacking the warehouse man with your bat. Now run back to the warehouse and load up your truck. Press ⊗ to pick up a box and ⊗ again to place it on the back of the truck. You will need to start loading from the far side. When you've finished loading the truck drive carefully back to Sam and Paulie in the Works Quarter. After Paulie joins you, drive the truck to Salieri's Warehouse.



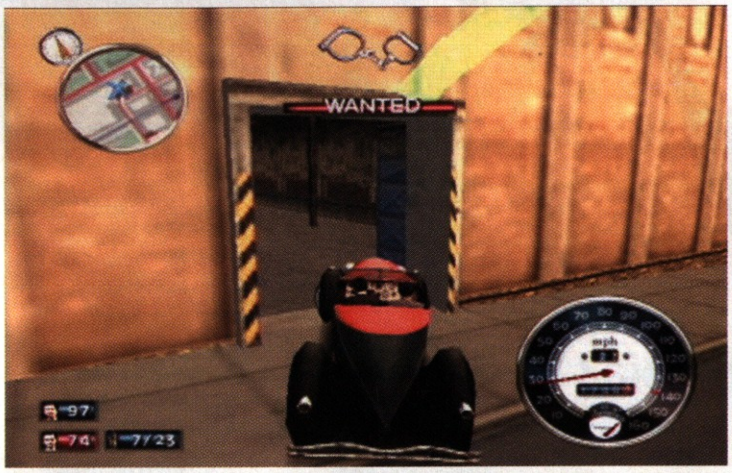
Escape with Paulie and get to the Palermo Club in Hoboken.

MOON-LIGHTING

After the cut-scene go and check out the bank with Paulie. Listen to his plan and then go back outside. First off you need to get some weapons so steal a car and head to Yellow Pete's Shop in Hoboken. Knock on the door and then talk to Pete and get the weapons. Now drive to Lucas Bertone's to get a fast car. First, he wants you to deliver a



39 steps: Use this short-cut to lose the cops after you've robbed the bank with Paulie.



Modern art: Don't worry if you destroy a few paintings along the way...

package to an associate. Drive to the East Marshall Bridge, get out and go down the steps. Talk to Big Dick and then shoot all the hoods that show up. Now holster your weapon and head back to Lucas. Drive to Oakwood and tail the Trautenberg Model J. When the driver gets out nab it and drive over to Paulie's house. When you get there honk your horn and he will come out and get in the car.

GETTING RICH QUICK

Now drive to the bank with Paulie. Go into the bank and start the robbery. Shoot the guard who comes rushing out and then run through the door he opened. Head left and then left again. Grab the keys to the gate that a small green arrow points to. Now go through the open door to your right and up the stairs. Shoot the guard at the top, run past his body and take the corridor to the left. Go through the first door on your left and get the manager to tell you where the safe keys are. Grab them from the cupboard and head back down the stairs. Head down to the basement and open the gate in front of you. Go through and follow the corridor around to the right. Keep following the corridor round until you get to the two guards guarding the vault. Kill them, go through the gate, open the vault.

BACK TO PAULIE

After the cut-scene, go back the way you came and head back to Paulie. Get out of the bank and jump into your car. The police will be on their way so drive as fast as you can to the Palmero Club in Hoboken. Your best escape route is to drive down the series of drops under the railway tracks and then head straight into the open garage doors. Job done.

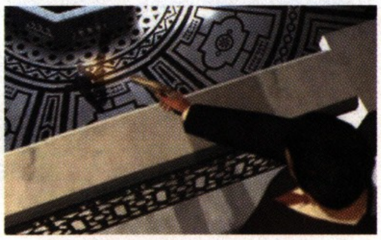
THE DEATH OF ART

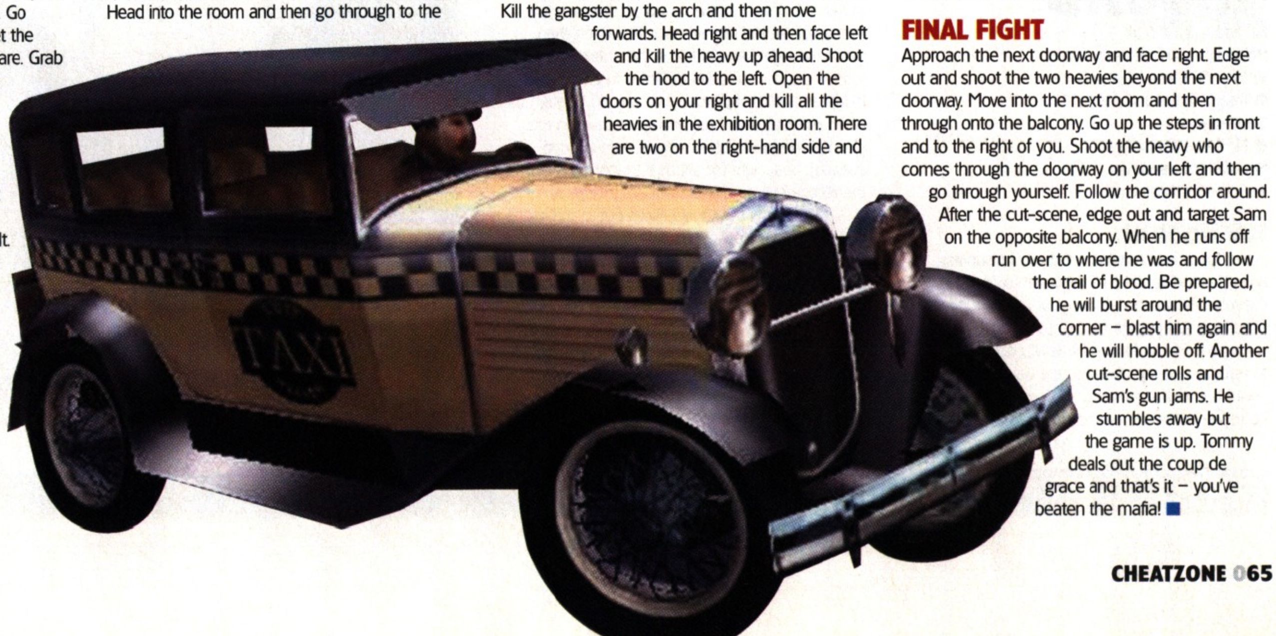
After the traumatic cut-scene, steal a car and drive to Yellow Pete's to get some weapons. Sam is lying to you and planning to kill you at the Art Gallery. Now drive to the Art Gallery and prepare for the final showdown. After the cut-scene equip your Tommy Gun and shoot the two hoods to your right. Now shoot the gangster who comes through the door at the top of the steps in front of you. Swing around to the left and mow down the heavy here. Now head towards the open door at the top of the steps and shoot the hood in the room beyond. Head into the room and then go through to the next one. Go through the door on the left and turn left. Shoot the two hoods in the next room and then move into it.

Go through the next door and wait for the gangster to appear on the balcony opposite. Gun him down and then turn right. Edge around the corner to your left and gun down the heavy in the trench coat. Two more guys dressed in black will come running – take them down. Now move towards the steps leading up and shoot the two guys there. Go and grab the ammo from the balcony to the left and then go up the steps.

BREAKING THE MOULD

Shoot the gangster on the left-hand set of steps and then move towards the right-hand set. Shoot the heavy who appears at the top and then run up. Kill the gangster by the arch and then move forwards. Head right and then face left and kill the heavy up ahead. Shoot the hood to the left. Open the doors on your right and kill all the heavies in the exhibition room. There are two on the right-hand side and two on the left. Carry on forwards into the next room and go through the next doorway. Edge through the doorway on the right and shoot the guard behind the first set of seats. Move forwards and kill the heavy lurking behind the second set.





FINAL FIGHT

Approach the next doorway and face right. Edge out and shoot the two heavies beyond the next doorway. Move into the next room and then through onto the balcony. Go up the steps in front and to the right of you. Shoot the heavy who comes through the doorway on your left and then go through yourself. Follow the corridor around. After the cut-scene, edge out and target Sam on the opposite balcony. When he runs off run over to where he was and follow the trail of blood. Be prepared, he will burst around the corner – blast him again and he will hobble off. Another cut-scene rolls and Sam's gun jams. He stumbles away but the game is up. Tommy deals out the coup de grace and that's it – you've beaten the mafia! ■

THE FACTS: **TOM CLANCY'S GHOST RECON: JUNGLE STORM** ● PLAYERS **1-2** ● MEMORY CARD SPACE **159 KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **1 WEEK**

GHOST RECON JUNGLE STORM

BEST PLAYED
After watching *I'm A Celebrity...* so you're suitably angry and ready to kill. A lot.

Losing your way in the jungles of Columbia? Don't sweat it – lock 'n' load!

THE WALKTHROUGH

We can't help you with the creepy crawlies but we can take you to victory!

MISSION 01:

TOTEM GROUND

OBJECTIVES:

Primary: Storm Enemy Camp

- Find All Three Hostages
- Reach Extraction Zone

Secondary:

- No Team Casualties

Specialists needed:

- Snipers (1 per team)

THE MISSION:

From the insertion point, set Bravo to 'supress, advance' and set them a waypoint to one side of the rebel camp, then make your way around the other side to instigate a two-pronged attack and secure the camp. Now send Bravo down the cliff towards where the hostages are being held. Take control of your sniper and zoom in on the guard patrolling the ledge on the cliffside, and then pick off all the enemy troops you can see on the ground, before following Bravo's general direction. Duck through the tunnel set into the rock just before the right-hand corner of the cliff. Kill the two guards in the room on the left and advance up the right-hand tunnel. Pick off the two guards in the cave below, and then head up the pathway. At the split at the top, advance Bravo left then storm the right hand path, kill the enemies and rescue two hostages. Leave Bravo to guard them (suppress, hold) and work your way up through the caves picking off any remaining enemies. In the room at the top (where it opens onto a ledge outside), bear right for another tunnel. Now storm the room beyond to find the third hostage.

Now follow the tunnel down out of this room to exit the cave network at the ruins. Carefully clear out the enemies hiding here, then switch to Bravo and re-join Alpha team (taking care not to lose any hostages). Now set Alpha a waypoint along one side of the beach extraction zone, then work your way in a different direction and pick off the enemies waiting to ambush you from two sides. Move to the extraction point to finish the level.

BEAT THIS → COMPLETE BOTH CAMPAIGNS ON THE ELITE SETTING, ENSURING YOU WIPE OUT EVERY SINGLE ENEMY AND

GENERAL SURVIVAL TIPS

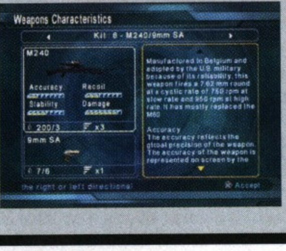
MAKE LIKE A SPECIAL FORCES VETERAN AND SURVIVE THE MOST INHOSPITABLE ENVIRONMENTS...

MEN OF EXPERIENCE

After each mission, your team will earn two extra points to assign to one of four areas: weapons, stealth, endurance and leadership, meaning they get to be tougher, more rounded soldiers as the game progresses. You can assign these wherever you want, though it's worth noting that for every three points on leadership, the other members of the team will gain a +1 bonus to weapons and stealth, so it's worth investing points in this skill for at least one of each team at every opportunity.

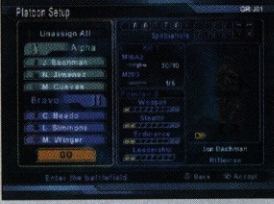
MAN DOWN!

If you lose a man during a mission, there's no magical re-spawning for the next one – that's it; they're dead and buried. Not only does this mean you're more limited in your choice of troops for the rest of the campaign, but it also means any stats points they've earnt will go to the grave with them – a real pain when you've spent ages statting them up into finely tuned killing machines. Therefore, if anyone gets themself killed, it's best to re-start from the last quicksave point. Even if it means fighting a tricky engagement over again, it's a price worth paying to keep hold of those valuable stats.



Manufactured in Belgium and adopted by the U.S. military because of its reliability, this weapon fires a 7.62 mm round at a cyclic rate of 750 rpm at slow rate and 950 rpm at high rate. It has mostly replaced the M60

Accuracy
The accuracy reflects the global precision of the weapon. The accuracy of the weapon is represented on screen by the



POINTING THE WAY

Learn how to use the waypoint system properly, as it's essential to commanding your units effectively. Once you've mastered it, you will be able to take out multiple objectives and flank enemies from two sides at the same time, among other things.

THE SPECIALISTS

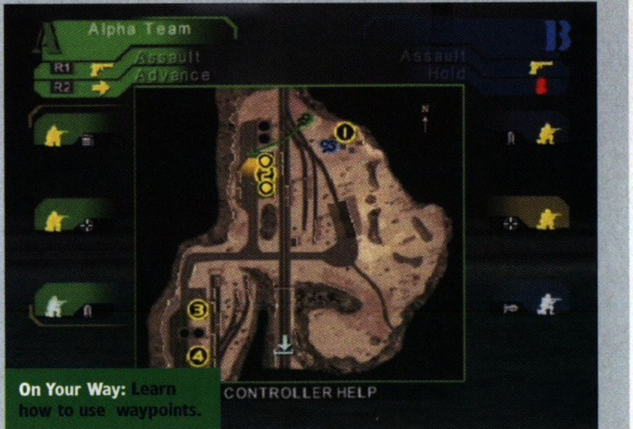
There are four specialist areas that you can use to comprise your teams. As a general rule, it's good practice to take a rifleman, sniper and support guy for each mission, then alternate between support and demos as and when the mission requires it.

YOUR OLD KIT BAG

There's a bunch of equipment available to your troops, and your squaddies can carry a primary and secondary weapon. You can scroll through them at the squad screen before each mission, and each has it's own advantages and disadvantages. Generally though, they'll all get the job done, so it's mainly down to personal preference what you take with you but always try to have a wide variety of armaments to take care of any possible situtation.

SAVING PRIVATE RYAN

Remember to activate the quicksave function from the Start Menu, or you'll be cursing yourself for forgetting. You're limited to five for each level, so be careful not to waste them all early on and leave yourself short for later. Saving between each objective is a good starting point, and you might even have the luxury of one or two extra left over to play with. This way you shouldn't have to replay tough sections too many times.



On Your Way: Learn how to use waypoints.

THREATENING BEHAVIOUR

Often it's really difficult to pick out enemies in the dense jungle environment by vision alone, but luckily you're provided with a threat indicator, which is located in the centre of the screen at the bottom. It's a useful bit of kit, so pay attention to it. It not only indicates the direction of the enemy, but how far away he is from you. Yellow means he's far away and orange is closer; while red means he's pretty much on top of you so locate him quickly or else you could well find yourself meeting a bullet face-to-face.

MISSION 02:
VAPOUR KNIFE

OBJECTIVES:

Primary:

- Seize Guard Post
- Plant Demo Charge On Railroad Switch Reach Extraction Zone

Secondary:

- Seize Rebel Camp

Specialists Needed:

- Demos with charges (assign to Alpha)

THE MISSION:

Set Bravo to 'assault, advance' and set the guard post as a waypoint. Work your way with Alpha around the side, so you can attack them from two sides and seize the guard post. Now get Bravo to work their way up the path in front towards the railway, while you head under the bridge, and make your way up around the back. Once you reach the hut that houses the railroad switch, change to your demos guy, and place it next to the levers.

Now set Bravo a waypoint over to the far right corner of the map, and make your way in the same direction with Alpha to storm the enemy camp. From here, make your way back the way Alpha came up to the railway line and toward the swampy area. Pick your way through on the opposite side to Bravo, catching enemy troops patrolling the area in the crossfire you create. The extraction point is at the far end.

MISSION 03:
OCELOT DESERT

OBJECTIVES:

Primary:

- Destroy Radio At Communications Outpost
- Plant Demo Charge In Both Weapons Warehouses
- Plant Demo Charge In Missiles Warehouse
- Plant Signal Beacon On Helicopter

Specialists Needed:

- Demo with charges (Assign to Bravo)
- Sniper (1 per team)

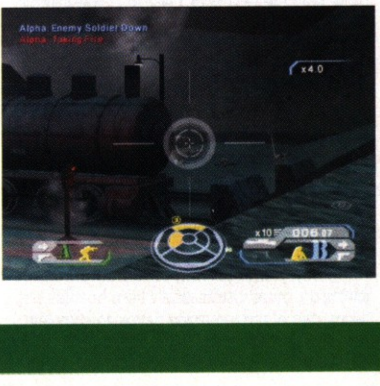
THE MISSION:

From the railway line at the start, set Alpha to 'suppress, advance' and give them a waypoint between the railway line and the warehouse to the right and up to the radio comms outpost (objective one). Now take control of Bravo's sniper, and follow them up the slope to the plateau above. Move forward, and scan the horizon for the enemy sentries patrolling just over the brow of the rise. Take them down, then position yourself overlooking the panorama below and provide covering fire for Alpha. Pick off as many enemy troops as you can (loads to the right). It'll make things easier later.

Next, move along the ridge to the right of the map, watching out for enemies hiding behind rocks and finish off any enemies left in the communications outpost below. Pick off the guards lurking between the train carriages off to the left, then move down into the outpost. Watch out for the guard hiding inside the radio tent, and then shoot out the radio to complete objective one.

Now send Alpha around one side of the right-hand weapons warehouse, and take Bravo around to the side of the left one. A klaxon will sound, but there shouldn't be any enemies left nearby to respond to it. Open the door on the far side, and take out the sentry inside, then switch to your demos guy and place a charge. Now plant another in the other warehouse.

Set Alpha another waypoint down the main path around to the front of the missiles warehouse, then move Bravo to take up position to the left of this waypoint, on the brow of the ridge looking down onto the area. Snipe at the cluster of guards blocking the path to the right, before setting Alpha another waypoint inside the missiles warehouse. Now drop down off the ridge and into the area below. Lie down; shooting out any enemies you can spot from underneath the train carriages and advance toward the missile warehouse, where you can plant the final demo charge. Now send Alpha over toward the helicopter-landing pad from the right-hand side, and approach with Bravo from the front. Crawl underneath the train carriages nearby, and pick off the guards from there, popping out to deal with any you can't spot from this position. Touch the helicopter to complete the mission.



MISSION 4:
OCEAN HAMMER

OBJECTIVES:

Primary:

- Secure village and fields
- Capture Francisco Lever alive

Secondary:

- Avoid civilian casualties

Specialists needed:

- Demo with charges (assign to Bravo)

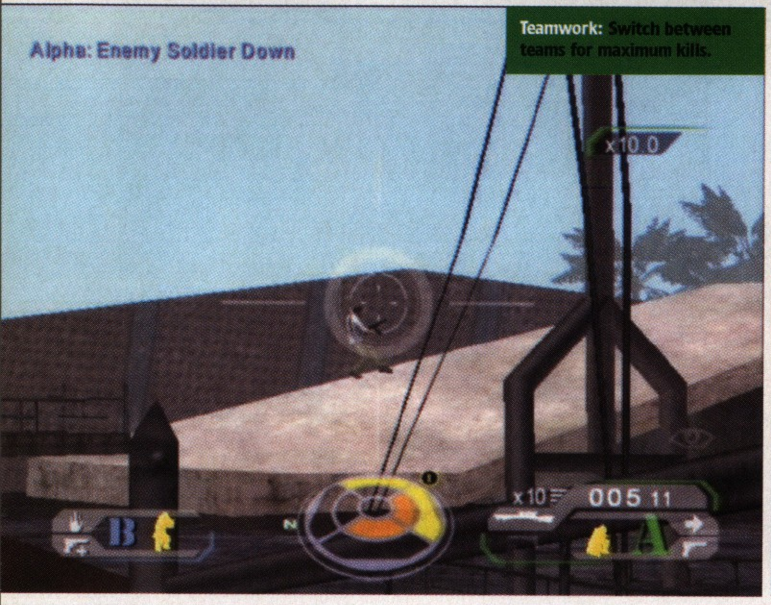
THE MISSION:

From the start, send Alpha around to the civilians' position on the right of the map. Take control of Bravo's sniper and take your team left, picking off the two guards at the hut nearby. Now slowly work your way around the perimeter of this area (watch out for the two guard towers with snipers). Move both teams around on opposing sides until they meet at the far end, picking off enemy troops, but being careful not to shoot the civilians around.

Now consult your map. Send Alpha up through the tunnel on the right of the cliff and set them a waypoint into the village from there. Meanwhile, work your way over to the tunnel on the left (you passed it earlier) with Bravo, and make your way up it to the village. Snipe

Francisco Lever

Dock Of The Bay: This shipyard level's a real bitch.



Alpha: Enemy Soldier Down

Teamwork: Switch between teams for maximum kills.

Bravo: Enemy Armor Eliminated
Bravo: Enemy Soldier Down
Objective Complete
2.Destroy SA-13

at the guards here, and work your way forward, with Alpha attacking simultaneously from the other side until you meet again in the middle of the town (watch out for the guard in the school). Once all the guards are dealt with, objective one is done.

Move up the slope to the right of this area and toward the big house at the top, sending Alpha ahead to clear the way. There are five soldiers on the way in, and one inside the house, guarding Lever. Once you've got him, you're given a new objective – you must escort Francisco to the submarine dock, use him to gain access and place an explosive on the sub itself.

Head back down the tunnel that Alpha came up through from the fields and inside you'll find a door on the left. Francisco will open it, run inside and hide next to some boxes on a ledge looking down on the sub. Follow him up, lie prone and start picking the troops off from this vantage point. Once done, switch to your demos man and plant a charge on the sub to complete the level.

MISSION 5:

TITAN BOLT

OBJECTIVES:

Primary:
- Eliminate enemy patrols on all boats
- Plant demo charges on both drug containers
- Take out rebel snipers

Secondary:
- Capture Marco Abreu

Specialists needed:
- Snipers (one per team)
- Demo with charges (assign to Bravo)

THE MISSION:

Don't move anyone yet. Instead, immediately take control of Bravo's sniper, and take out the guards approaching along the pier, and search around with your scope, picking off anyone on the adjacent boats. Off in the distance you should also be able to take out at least three of the snipers perched on towers.

Set both teams to 'suppress, advance' and send Alpha along the back of the boat you're on to a position on the bow, and they should pick off any enemies they spot over here. Advance Bravo slowly down the ramp, onto the next boat and into the passageway. Lie them down and pick off the patrolling enemies on the boat slightly over to the right. Now get Bravo to hold their position.

Switch to Alpha, and make your way off the bow of the boat. Pause to snipe at as many enemies as you can see from here, and then move onto the next boat. Make your way carefully forward; watching out for enemies waiting to ambush you and use your sniper to pick off the final enemy sharpshooter perched on a platform below the big crane in the distance. Now position Alpha on top of the broken bridge ahead, and set them to 'suppress, hold.' Switch back to Bravo and make your way across onto the pier via the boats. Head over to the warehouse and get your demos man to place a charge in each of them on the drug containers. Head back out onto the dock, set your team to 'suppress, hold' and switch to Alpha.

Head over to Bravo's position, but before joining up, move systematically from boat to boat, taking care of the remaining patrols to complete objective one. Once you've met up, send Bravo into the warehouse containing Abreu and follow them.

Hoody, let's play that game you like where you run... and I chase

MISSION 6:

SILVER SPIDER

OBJECTIVES:

Primary:
- Rescue Marines
- Destroy SA-13
- Reach extraction zone

Secondary:
- No team casualties

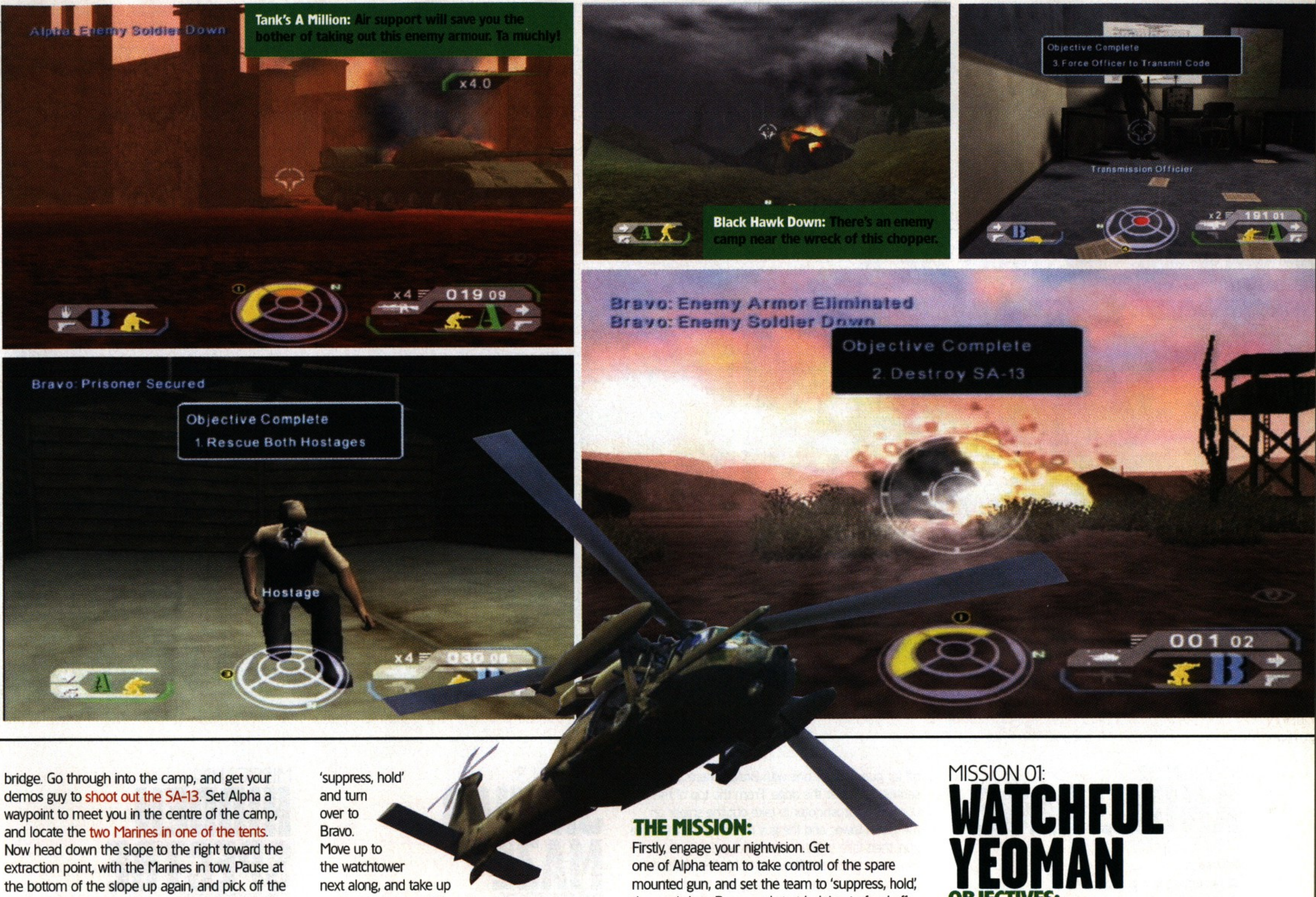
Specialists needed:
- Demos with M136 Anti-Armour (Bravo)
- Snipers (one per team)

THE MISSION:

Set Alpha a waypoint to the bridge, and follow along with Bravo, using your sniper to pick off as many enemy troops as you can spot along the way. Once you reach it, peer over to the left, and you can take down a sniper in a tower from here. Cross the bridge, and send Alpha to the right-hand side of the bridge, while you take Bravo over to the left.

Approach the bridge here slowly, watching out for the enemy troops lying in ambush in the gully below, and make your way over to the next bridge. Switch to Alpha and cross to the other side. Shoot down the enemies that appear from the left, and go straight ahead, taking down the sentries. Nip down the entrance to the right, and position yourself where you've got a good view of the camp. Set to 'suppress, hold' and start firing.

Switch back to Bravo again, and cross the



Tank's A Million: Air support will save you the bother of taking out this enemy armour. Ta muchly!

Black Hawk Down: There's an enemy camp near the wreck of this chopper.

Alpha: Enemy Soldier Down

Objective Complete
3. Force Officer to Transmit Code

Bravo: Enemy Armor Eliminated
Bravo: Enemy Soldier Down

Objective Complete
2. Destroy SA-13

Bravo: Prisoner Secured

Objective Complete
1. Rescue Both Hostages

bridge. Go through into the camp, and get your demos guy to shoot out the SA-13. Set Alpha a waypoint to meet you in the centre of the camp, and locate the two Marines in one of the tents. Now head down the slope to the right toward the extraction point, with the Marines in tow. Pause at the bottom of the slope up again, and pick off the three enemies waiting immediately at the top. Now send Alpha up to engage the remaining enemies encamped there. Once the firefight's started, head up there too, and open fire from behind the big rock. Work your way forward, sending Alpha ahead to clear a path until you reach the extraction zone.

MISSION 07:

WHISPER SHADOW

OBJECTIVES:

Primary:

- Rescue both hostages
- Plant demo charge in ammo dump
- Reach extraction zone

Secondary:

- No team casualties

Specialists needed:

- Demos with charges (assign to Bravo)
- Snipers (one per team)

THE MISSION:

Once you're dropped into the insertion zone, you're under fire immediately. Leave Bravo to cover the entrance, and take Alpha over to the left of the main gate and up into the watchtower, where you can snipe at the enemy troops hiding between the tanks in the courtyard below and manning the machine gun emplacements. Set them to 'suppress, hold' and turn over to Bravo. Move up to the watchtower next along, and take up position here too, sniping at any enemies you can see. Now set Alpha a waypoint in the area the hostages are being held, and take Bravo toward the ammo dump. Take out the sentries outside the door, and get your demos specialist to plant a charge before heading off to provide support for Alpha. The two hostages are located in the hut on the right as you enter the area, and the first on the left. Watch out for the guard inside each one. Objective complete.

Make your way back out of the fort, and get ready for an ambush as you leave the main exit. Set Alpha to assault the entrance, while you sneak back up into the watchtower and start sniping again. Now make your way around to the right toward the extraction point to finish the level.

MISSION 08:

EAGLE CLARION

OBJECTIVES:

Primary:

- Defend UN encampment
- Recover intel and decryption key
- Force officer to transmit code
- Destroy Radio tower

Specialists needed:

- Demos with charges (assign to Bravo)
- Snipers (one per team)

THE MISSION:

Firstly, engage your nightvision. Get one of Alpha team to take control of the spare mounted gun, and set the team to 'suppress, hold', then switch to Bravo and start helping to fend off the advancing enemy troops. Once they're all dead, start working your way up toward the first enemy encampment, using the quick waypoint function to keep advancing Alpha in front of you.

When you reach the crashed helicopter, send Alpha down into the enemy camp to recover the intel, while you perch on the outcrop next to the chopper and snipe from there. Once the camp's cleared, make your way down to join Alpha, before heading off in the same way toward encampment two. When you reach it, attack in the same way as last time, while sending Alpha in to attack from the lower route to grab the decryption key.

Now move up the slope toward the radio tower, using the rocks for cover. Position yourself over to the left-hand side at the top, and pick off the sniper on the balcony of the transmitter building, then move on round the side of the outcrop. Take Bravo into the building, and shoot the guard behind the desk in the second room, then get the officer in the first room to transmit the code. Get your demos man to go out back and up the stairs to set the charge. And that's that sorted.

ISLAND THUNDER CAMPAIGN WALKTHROUGH

MISSION 01:

WATCHFUL YEOMAN

OBJECTIVES:

Primary:

- Seize plantation grounds
- Secure first package
- Secure second package

Secondary:

- No team casualties

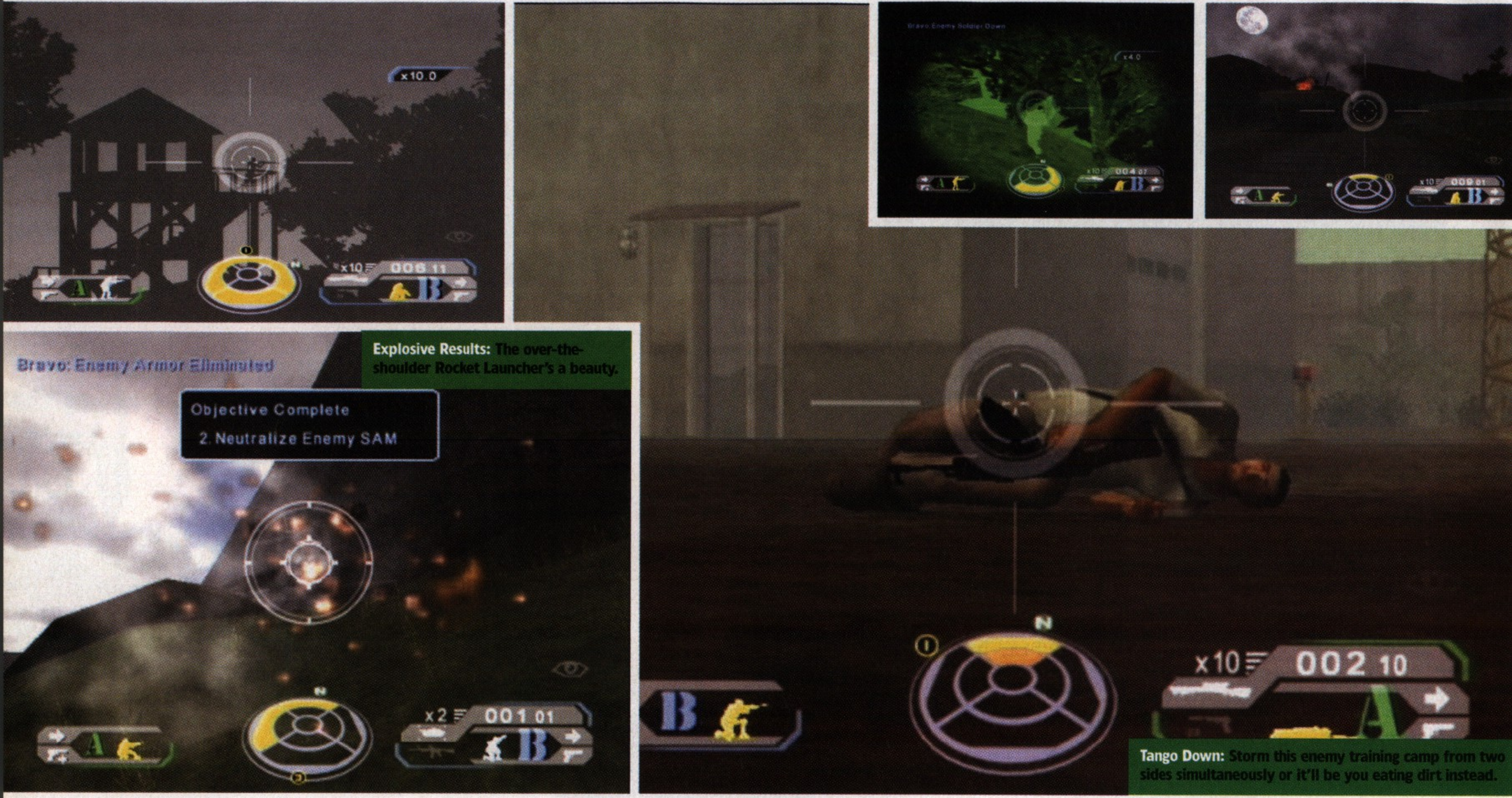
Specialists needed:

- Snipers (1 per team)

THE MISSION:

Switch to Bravo and set Alpha a waypoint in a straight line towards the plantation grounds (marked 1 on the map), then move your team left, towards the location for package one. Position yourself on the ridge overlooking the warehouse and begin picking off the enemy guards below. Once Alpha have reached their destination, set another waypoint near your location and let them draw the fire of any remaining troops, while you sneak around the back of the warehouse with Bravo and secure package one.

Now set Alpha a waypoint to package two, and head toward the same location; but with a different approach vector. Exit out of the rear of the warehouse again but pause on top of the pathway, as there's enemies lurking in the field below. Deal with them quickly before they all converge on your location. Once either team makes the package (sitting next to a scarecrow in the middle of the field), objective three is complete. If you don't get mission complete, simply sweep the entire area mopping up any remaining troops.



Explosive Results: The over-the-shoulder Rocket Launcher's a beauty.

Tango Down: Storm this enemy training camp from two sides simultaneously or it'll be you eating dirt instead.

MISSION 02:

ANGEL RAGE

OBJECTIVES:

Primary:

- Neutralise first guard tower
- Neutralise second guard tower
- Seize control of the camp

Secondary:

- No team casualties

Specialists needed:

- Snipers (1 per team)

THE MISSION:

Set Alpha a waypoint to guard tower two, then set off for guard tower one with Bravo. There are sentries just over the ridge. From the top of the hill, use your sharpshooter to take out the sniper on the guard tower, and the guy manning the machine gun, then take out the other two guards to secure the guard tower. Set Bravo to hold their position and switch to Alpha to assault guard tower two.

Now set Alpha a waypoint to attack the main gate of the training camp, while you take control of Bravo again, and go for the more kow key approach of entering through the smaller rear entrance. You'll come under heavy fire, but have each team lurk by their respective entrance and pick off the soldiers who run into your line of fire. Now enter, sweep the base and pick off the remaining troops to complete the mission.

Alpha: Team Member Wounded
Alpha: Enemy Soldier Down

MISSION 3:

JAGUAR MAZE

OBJECTIVES:

Primary:

- Rescue downed aircrew
- Neutralise enemy SAM
- Reach extraction zone

Secondary:

- Retrieve MV-22 codebook

Specialists needed:

- Demos with M136 Anti-armour (Bravo)
- Snipers (1 per team)

THE MISSION:

Set Bravo a waypoint directly towards the SAM, then head off to the right-hand side of the map with Alpha, in search of the downed aircraft (it's not marked on the map). Just around the first rock formation, there's a guard tower off to the left, so use your sniper to zoom in and pick off the sharpshooter stationed here. Pass through the tunnel in the rock, and keep to the right and you'll soon see the plumes of smoke coming from the wreckage. Lie down, and snipe at the guards here before grabbing the codebook. Now make your way east toward the captured aircrew, snuffing out any resistance you encounter on the way. Once you've got the two airmen, set Alpha a waypoint toward the extraction point and switch back to Bravo. From here it's onwards with more murder.

Shoot any remaining guards, then take control of your demos guy and use the M136 to destroy the SAM, before heading toward the extraction point yourself to finish the level.

Job done.

MISSION 04:

HIDDEN SPECTRE

OBJECTIVES:

Primary:

- Seize airfield
- Plant demo charge in ammo dump
- Reach extraction zone

Secondary:

- Neutralise all opposition

Specialists needed:

- Demos with charges (assign to Bravo)
- Snipers (1 per team)

THE MISSION:

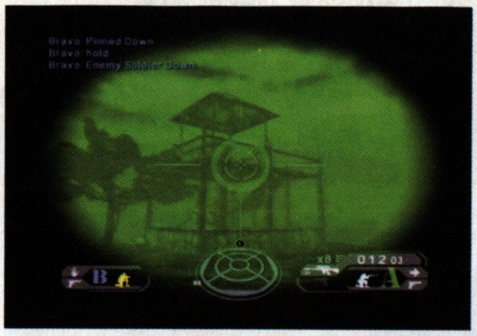
Immediately set Bravo to 'suppress, advance' and give them a waypoint over to the left-hand entrance to the airfield. (That's the area over towards the ammo dump). Once they arrive at the destination, get them to hold position, to cause a distraction and draw enemy fire. At the same time, assault the airfield's right-hand entrance with Alpha, then begin switching between both teams as necessary to advance until you've secured the airfield. You'll need to search all the buildings and look around the backs of them to find all the guards, but just use your radar.

If you haven't already, take control of Bravo now, and head over to the ammo dump. Kill the two guards inside and switch to your demos guy to place the charge and complete objective two. Now use both teams to search around the back of the camp, and the rest of the map until you've eliminated all the opposition. This shouldn't take too long at all. Once done, make your way to the extraction zone to finish the level.

Alpha: Enemy Soldier Down
Alpha: Enemy Soldier Down

x10.0
x10
002 07
B
A

Sharpshooter: Take a sniper along on missions for easy distance kills.



Bravo: Pinned Down
Bravo: hold
Bravo: Enemy Soldier Down

x10.0
x10
005 10
A
B

Objective Complete
4. Seize Material on Jetties

x10.0
x10
005 07
A
B

Objective Complete
1. Capture and Secure Priego

Gently Does It: Whatever you do, don't shoot this guy, or it's mission failed.

MISSION 05:

RABID PYTHON

OBJECTIVES:

Primary:

- Find intelligence items
- Rescue Ordonez
- Escort Ordonez to extraction zone

Secondary:

- Neutralise BMP

Specialists needed:

- Demos with M-136
- Snipers (1 per team)

THE MISSION:

Set Alpha to 'suppress, advance' and give them a waypoint to objective one, the intelligence items; then turn your nightvision on and head off with Bravo towards the BMP in the top left corner of the map (again, it's not marked). With your nightvision on, enemies are lit up like Christmas trees, and with your sniper you should be able to pick them off easily along the way.

A couple of jeeps will come along the road toward you as you advance, but the drivers are easily picked off, causing them to grind to a halt. As you come to the top of a rise in the dirt track (about two thirds of the way up) take out the guy hiding by the tree to the right, and the other two shooters on the ridge behind him. Now position yourself on the ridge they were stood on. From here, you'll be able to see a cluster of troops down below you in the distance who are guarding Ordonez. Kill them all, but don't shoot Ordonez.

Now switch to Alpha (who should've arrived at their destination) and collect the intelligence. Set them a waypoint toward the extraction zone, switch back to Bravo and get your demos guy to destroy the BMP, which begins moving down the road below you toward your position. Now move Bravo down and collect Ordonez, before making your way back to the extraction point.

MISSION 06:

LIBERTY STORM

OBJECTIVES:

Primary:

- Rescue and escort civilians
- Defend voting centre
- Take command post

Secondary:

- No friendly casualties

Specialists needed:

- Snipers (1 per team)

THE MISSION:

Set both teams to 'suppress, advance' and send Alpha out to the front of the voting centre to deal with the enemy troops there, while you take Bravo out back to do the same. Once you've secured the building, send Alpha to meet the civilian on the right of the map, while you head off to collect the one in the bottom left area. Watch out for the gunman waiting inside the building, then grab the hostage and march him back to the courtyard outside the front of the voting centre.

Alpha should have reached their destination by now, if not, they're probably holed up in a street where enemy troops are ambushing them by a bus. Deal with them, and then collect the hostage from next to a car up the next street. Now take Alpha back to where Bravo deposited the hostage, and set them to 'suppress, hold' to defend the civilians while you go after the final one. He's on a first floor balcony, being guarded, so sniper him to take out the threat from the ground, then go inside and collect the hostage and take him back to the others. Protect him from any enemy fire.

Position Alpha so they're looking down the street to the left of the square, and nip through the gap at the top left corner of the courtyard with Bravo, from where you can snipe at the gathered troops down the street. Now instigate a two-pronged attack, switching between the two teams as necessary to pick off all the enemy troops that advance toward your positions. Clear out all the troops in the area of the command post to finish the level and be home in time for medals.

MISSION 07:

OCEAN FORGE

OBJECTIVES:

Primary:

- Disable vehicle column
- Clear beach
- Seize control of AGS
- Seize material on jetties

Specialists needed:

- Demos with M-136 (assign to Alpha)
- Sniper (1 per team)

THE MISSION:

Set both teams to 'assault, advance' and give Bravo a waypoint to secure the AGS. Take Alpha up the left-hand side of the map toward the convoy, picking off enemy troops as you go (there's some guarding the convoy, and some around the house on the right). When you get close, switch to your demos guy and take out the convoy with the M-136. Now get them to hold their position and switch teams. Bravo should already have seized control of the AGS, so move down toward jetty two, take out the guards there and seize the material on it. While doing this, set Alpha a waypoint to secure jetty one and finish the level.

MISSION 08:

RIGHTEOUS ARCHER

OBJECTIVES:

Primary:

- Capture and secure Priego

Specialists needed:

- Snipers (1 per team)
- Demos with M-136 (1 per team)

THE MISSION:

This level's murky, so you'll probably find it useful to flick the nightvision on and off to spot enemy troops in the gloom. Set both teams to 'assault, advance' and give Bravo a waypoint to the first guard tower on the right of the map. Work your way with Alpha over toward the one on the left, picking off any troops as you go. Once you've taken the tower, use the vantage point to snipe at any enemies you can pick out with your nightvision, then set Alpha a waypoint for the guard tower on the bottom left of the map, and switch to Bravo.

Head toward the guard tower and helipad at the bottom right of the map. Kill the guards at both these and set Bravo to hold position next to the chopper, to guard against any potential escape attempt. Meanwhile, move Alpha toward the fortress in the centre of the map, and work your way into the building in the centre to nab Priego. ■

THE FACTS: MAXIMO VS ARMY OF ZIN ● PLAYERS 1 ● MEMORY CARD SPACE 332KB ● DIFFICULTY ACHIEVING 100% IS HARD LIKE STARCHED PANTS ● COMPLETION TIME 10 HOURS

FIRST AID
Master the basics before you take on the evil hoards...

MAXIMO VS ARMY OF ZIN

Is obtaining maximo completion doing your head Zin?

BEST PLAYED
In boxer shorts, but make sure the pink and wrinkly sprout twins are well tucked in.

THE BOSSES

HERE'S HOW TO DO THOSE BAD BOYS IN GOOD AND PROPER!

THE HOUSE CRASHER

Get close and defend when the House Crasher lunges forwards. After blocking, jump up and slash the soul on its head. Attack the soul again when the monster falls to the floor. When the mechanical foe regains its senses, it charges towards you – run to the side to avoid it. When you've inflicted sufficient damage, the nuts 'n' bolts beast shakes off the house to reveal two gatling guns. Block the bullets using the shield and, when the guns aren't firing, run and attack the soul. A few final flurries on the soul and the House Crasher will, er, crash.

CYCLOCKS

Double jump over the mechanical mono-eyed monster's energy wave, run towards the big blue peeper and unleash a 1,000 Cuts attack for maximum retina damage. Repeat this a few times and Cyclocks will eventually destroy the house and the fight moves outside. The trick now is to keep your distance until uni-eye swipes his two mechanical pincers, then move in and attack the eye again. After each of your attacks, use the shield to block the beam that Cyclocks fires before resuming your eyeball offensive. Keep this up and it'll be bye-bye eye before too long. Easy.

THE BARON

This fight's all about defence. Equip the Spark Aura shield and keep your guard up. When the Baron strikes your shield, he'll be momentarily stunned. Strike quickly, but don't be overzealous – land just a couple of blows before raising your shield. The Baron uses spirits to attack you – your shield will protect you from the archer's arrow, but you'll have to double jump to avoid the warrior's hammer. After the spirit vanishes, the Baron is vulnerable – move in, strike and return to a defensive stance. Stick with this strategy and the Baron will soon be sobbing like a baby.

GUARDIAN OF THE DEEP

This is easier with a full Grim Meter and Gold Armour. When battle begins, attack the sea serpent's head. Don't worry about defending, just inflict heavy damage while most platforms are still intact. The guardian's attacks are hard to defend against – its flame and noxious breath attacks can only be avoided by jumping out of the way and, although the shield will protect against its lunging head attack, you'll probably be knocked into the 'e-weed' anyway. When most of the platforms are destroyed and it's difficult avoiding attacks, summon Grim to finish off the job with his sickle.

BEAT THIS → WE COMPLETED THE 'DOWN WITH THE SHIP' LEVEL WITH 2:58:57 LEFT ON THE CLOCK. ARE YOU AS GOOD

1 SHIELD WORK

The shield will defend against attacks regardless of whether Maximo is facing the attacking enemy or not – handy when you're surrounded. Also, make sure you purchase the Midas Aura Shield fairly quickly as it takes most of the hard work out of treasure collecting.

2 GRIM AND BEAR IT

Don't forget to use Grim – he's your smart bomb ticket out of tight situations. It's always worth summoning Grim in boss battles and Maximo's deathly companion is essential in the final boss fight, so make sure you splash out on those Grim Meter Upgrades.

3 SWEET TALK

Be sure to talk to all innocents twice. As well as dishing out rewards for being rescued, they sometimes offer useful advice. While some state the glaringly obvious – 'Don't fall in the Sulfur'; others are surprisingly helpful: 'Rolling Bore Beetles can be batted away with the hammer'.

4 GIRD YOUR KOINS

Once you've completed the 'Down with the Ship' level, replay it a few times to earn mucho Koinage so you can purchase more weapon abilities, shields, boxers and Grim/Super Meter upgrades. This'll make things much easier through the rest of the game.

5 LETHAL WEAPON

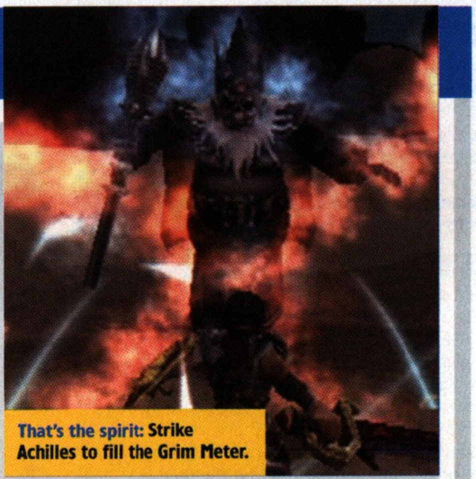
Concentrate on upgrading one of your weapons (we recommend the sword). When you have four abilities for your weapon of choice, buy an ability for your other weapon. The next Old Guard should then offer you the final and most powerful ability for your upgraded weapon.

6 O-KEY DOH-KEY

If you see an Iron Key, then you can guarantee that a locked chest is somewhere nearby. Absolutely nowhere in the game is an Iron Key very far from a locked chest. We know because we've found them all. Fact. So if you see a key or a chest, look for a chest or a key nearby.

THE MASTER OF THE ZIN

When the battle with Bane first begins, if your Grim/Super Meter isn't completely full, spend some time destroying the legions of gear heads to fill them. When the meters are full, turn your attention to Bane himself. Get close to Bane, double jump and attack his head. Assume a defensive stance when Bane falls to the ground to block his following power attack and then jump up and attack his head again. Bane's chest plate will open to reveal the glowing soul inside – now unleash either the Fire or Ice Doomstrike attack (press ⊗, ⊗, ⓐ and ⓞ). Make sure you absorb any loose souls, otherwise Bane annoyingly uses them to replenish his own energy. When about a quarter of Bane's health is left, he summons his Zin minions to fully replenish his health and he attacks using a different and more dangerous strategy.



That's the spirit: Strike Achilles to fill the Grim Meter.

Apply the same tactics as before, but beware of Bane's attacks as they are more powerful and can no longer be blocked, so be quick on your feet and dodge them. In between attacks, get close, attack Bane's bonce and go for the big attack when his soul is exposed. When Bane is beaten, the real perpetrator reveals himself... Achilles!

To defeat Maximo's old enemy, use Grim to lay into him. If you've depleted the Grim Meter in the fight with Bane, simply hit Achilles' raggedy old ghost and collect the souls. Thankfully, Maximo's shield can withstand any of Achilles' attacks, so defend against any incoming nastiness. When the Grim Meter is full, activate Grim and start slashing away at Achilles. After several hits, Achilles' solid form appears – keep dishing out the pain to reduce his health. When the Grim Meter expires, collect more souls and repeat the procedure until Achilles is dead. Again.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

DEATH COIN JACKPOT

EASY CONTINUES? NO PROBLEM...

The 'No Sanctuary' level contains two secrets. One is at the start of the level, in front of the tree to the left of the path and contains Armour. The second is to the right of the church door, in front of the headstone in the far corner and contains a Death Coin. Once you've completed the level, return and collect the Death Coin and either save and quit or finish the level again. Keep doing this until you have more Death Coins than you could ever possibly need.

No Sanctuary
MASTERED
Select to Exit

GOING FOR GOLD

PULL ON YOUR HARD PANTS AND PAY THE PEDDLER.

One of your first purchases from the Peddler should be the clunky Armoured Boxers. This sturdy undergarment allows Maximo to collect a fourth armour pick-up – the Gold Armour that increases the health bar by one chunk. If you've got three bars of health, but aren't wearing the Armoured Boxers, always slip them on when opening a chest in case there's some armour inside. Also, if you've got three bars of health and you encounter a Peddler, wearing the Armoured Boxers allows you to buy some Extra Armour – essentially the spangly Gold Armour. And at 90 Koins it's an absolute steal. Bargain.

Dealer: Wear the Armoured Boxers and the Peddler will sell you the Gold Armour.

AS US? WE DOUBT IT. ■

THE GUIDE

All the secrets, innocents and tricky pieces of treasure located!

THE FIRST STRIKE

ENEMIES: 24 **TREASURE:** 21
INNOCENTS: 10 **SECRETS:** 7

TRICKY TREASURE

- There's a bag of coins on the upper ledge of the derelict house at the start of the level.

- Jump into the river by the broken bridge and use the water wheel to get to the chest on the nearby ledge.

INNOCENTS

1) Boy amongst the trio of villagers that Maximo first encounters. He rewards you with an Iron Key that unlocks the chest inside the house that he stands in front of once rescued.
2) One of the girls amongst the trio of villagers that Maximo first encounters. She rewards you with some Koins.
3) One of the girls amongst the trio of villagers that Maximo first encounters. She rewards you with some Koins.
4) Girl that runs from the house as you continue along the path. She rewards you with some Koins.
5) Girl standing by the tree near the small wooden shed. She rewards you with a secret.
6) Boy that runs from the small wooden shed. He rewards you with some Armour that can be collected from his house (where Innocent 4 appeared from).
7) Girl that appears from behind the house near the checkpoint. She rewards you with some Koins.
8) Peddler near the checkpoint.
9) Girl near the broken bridge. She rewards you with some Koins and the location of Secrets 3, 4 and 5.
10) Boy inside the mill. He rewards you with an Iron Key that unlocks the chest on the upper ledge inside the mill.

SECRETS

1) At the start of the level, between the two houses on the right.
2) To the right of the house that Innocent 4 runs from.
3) Near the tree stump by Innocent 5.
4) In the river by the broken bridge, near the boulders at the end.
5, 6 & 7) Behind Innocent 8's house, near the tree stump.

INTO THE FIRE

ENEMIES: 37
TREASURE: 78
INNOCENTS: 9
SECRETS: 4

TRICKY TREASURE

- There's a locked chest inside the large burning barn. To get the Iron Key, simply double jump along the balcony to get around the fire.

- To get some of the treasure inside the burning inn, you'll need to use Midas Aura shield

INNOCENTS

1) Old Guard at the start of the level.
2) Boy being attacked by a Clockwork Puncher near the Old Guard. He rewards you with some Koins.
3) Girl that runs from the burning barn near the first checkpoint. She rewards you with the location of a buried chest (it's buried at the front of the house by the checkpoint)
4) Boy that runs from the burning barn near the first checkpoint. He rewards you with an Iron Key that unlocks the chest buried in front of Innocent 2's house.
5) Boy trapped inside one of the pens inside the large burning barn. He rewards you with some Koins.
6) Girl trapped inside one of the pens inside the large burning barn. She rewards you with some Health/Armour.
7) Peddler that runs from the burning inn near the second checkpoint.
8) Girl inside the burning inn just after the third checkpoint. She rewards you with some Koins.
9) Boy inside the courtyard after escaping the burning inn. He rewards you with an Iron Key that unlocks the chest in the courtyard.

SECRETS

1) By the house opposite the Old Guard, near the tree (watch out for the Rabite).
2) After Down-Striking through the bridge, near boulders at the end of the path.
3) At the front of Innocent 3's house.
4) By the second checkpoint, between the two sets of steps in the very corner.

NO SANCTUARY

ENEMIES: 34 **TREASURE:** 2
INNOCENTS: 3 **SECRETS:** 2

INNOCENTS

1) Girl that runs from the house at the start of the level. She rewards you with some Koins.
2) Girl that runs from around the corner as you approach rescued Innocent 1. She rewards you with some Health.
3) Boy that runs from the church. He rewards you with some Koins.

SECRETS

1) At the start of the level, in front of the tree to the left of the path.
2) To the right of the church door, in front of the headstone in the far corner.

FOREST OF FEAR

■ ENEMIES: 59 ■ TREASURE: 48
■ INNOCENTS: 6 ■ SECRETS: 4

INNOCENTS

1) Boy where you first encounter the Clockwork Hounds. He rewards you with some Health.
2) Girl inside the small shack that's beside the bog, just beyond the first checkpoint. She rewards you with an Iron Key that unlocks a chest on a ledge near the first checkpoint.
3) Peddler that appears near the second checkpoint.
4) Boy that appears near the second checkpoint. He rewards you with some Koins.
5) Old Guard that you encounter shortly after finding the Hammer.
6) Fair Maiden behind the shack in the bog area just beyond the Old Guard. She rewards you with a Death Coin and a hint.

SECRETS

1) Behind Maximo at the start of the level.
2) In the area where you find the Hammer, on the upper ledge near the beam of light (you have to get it before the ground collapses).
3) In the bog area near Innocent 6, by one of the legs supporting the wooden platform.
4) Next to the well just beyond the third checkpoint.

GALLOWS GORGE

■ ENEMIES: 76 ■ TREASURE: 72
■ INNOCENTS: 3 ■ SECRETS: 3

TRICKY TREASURE

● At the start of the level, there is some treasure on a hidden ledge at the very top of the circular chamber. You need to jump on the small mushrooms to reach the ledge.

● Just after the third checkpoint is an old caravan camp. Behind the roof of one of the caravans is a ledge with a chest on it.

INNOCENTS

1) Fair Maiden being attacked by a Ghostly Highwayman when you arrive in the graveyard. She rewards you with some Koins and a hint.
2) Peddler inside the corn field 'maze' after the first checkpoint.
3) Old Guard inside the mill, just after the corn field 'maze'.

SECRETS

1) In front of the tree that's near the hole in the graveyard where Innocent 1 is located.
2) By the stagecoach outside the locked graveyard gate.
3) Just before the windmill as you exit the corn field 'maze', on the bend in the path.

SINISTER STONES

■ ENEMIES: 64 ■ TREASURE: 38
■ INNOCENTS: 6 ■ SECRETS: 11

TRICKY TREASURE

● There's a locked chest on the ledge just beyond the third checkpoint. The Iron Key is inside one of the barrels on the ledge in the nearby windmill.

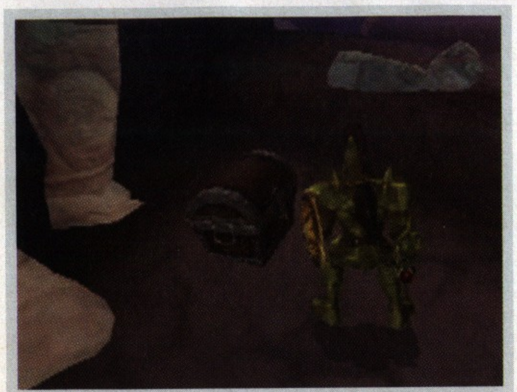
INNOCENTS

1) Girl on the upper ledge at the start of the level. She rewards you with some Koins.
2) Peddler behind the tall corn near the first checkpoint.
3) Fair Maiden near the stone circle just beyond the first checkpoint. She rewards you with some Health.
4) Boy being chased by a Clockwork Hound just beyond the second checkpoint. He rewards you with an Iron Key that unlocks the chest at the end of the left-hand path behind the waterfall.
5) Boy in front of the windmill near the third checkpoint. He rewards you with some Koins.
6) Old Guard in front of the windmill near the third checkpoint.

SECRETS

1) Behind Maximo at the start of the level.
2) After crossing the first chasm, on the ledge with the two poison mushrooms.
3) In the stone circle area, to the right of the Fair Maiden's position once she has been rescued.
4) On the small path around the stone circle where the two Pumpkinheads are lurking.
5) In the river just beyond the second checkpoint, by the boulders at the end.
6) Just beyond the waterfall near Innocent 4, behind the flaming torch.
7) After crossing the log near the third checkpoint, by the tree to the right of the windmill.
8) Beyond the windmill, after crossing from the ledge with the three poison mushrooms. It's below the ledge where a locked chest is located.
9) Beyond the fourth checkpoint, next to the flaming torch in the stone circle area.
10) In the same area as Secret 9, on the boundary directly opposite the flaming torch.
11) On the ledge directly above Secret 10.

Maximo by graves: Dish out pain to the baddies in the cemetry.



ROAD TO HAWKMOOR

■ **ENEMIES:** 49 ■ **TREASURE:** 41
■ **INNOCENTS:** 7 ■ **SECRETS:** 4

TRICKY TREASURE

● Inside the cave after the rope bridge (beyond the third checkpoint), look for treasure chests hanging from the ceiling in cocoons.

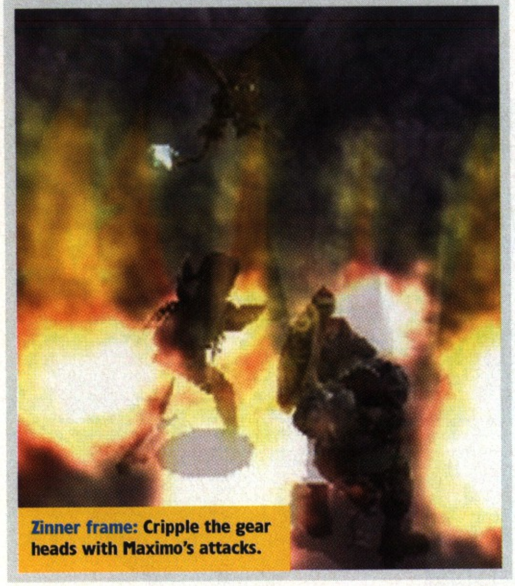
● Look below the rope bridges where Innocent 6 is located to find an Iron Key and a locked chest.

INNOCENTS

1) Peddler near the first locked chest.
2) Female warrior near the second checkpoint. She rewards you with a hint.
3) Male warrior near Innocent 2. He rewards you with an Iron Key that unlocks the chest on the ledge above the mountain exit.
4) Old Guard on the mountain trail just beyond Innocent 2.
5) Female warrior inside cave beyond the rope bridge. She rewards you with a hint.
6) Male warrior on a wooden platform after leaving the mountain where Innocent 5 was located (you have to be quick to get to him). He rewards you with a hint.

SECRETS

1) At the foot of the large statue near the first checkpoint.
2) On the small ledge opposite the plinth where the Flame Tongue sword is located.
3) On the ledge where Innocent 3 is standing.
4) In the upper tunnel near Innocent 5's location.



Zinner frame: Cripple the gear heads with Maximo's attacks.

PERILOUS PATH

■ **ENEMIES:** 48 ■ **TREASURE:** 42
■ **INNOCENTS:** 8 ■ **SECRETS:** 4

TRICKY TREASURE

● There's a locked chest directly behind Maximo at the start. The Iron Key is on a narrow overhead walkway by the nearby Old Guard.

● Inside the cave just after the first checkpoint, look for a locked chest hanging from the ceiling in a cocoon. The Iron Key's inside the chest below the nearby Sulfur Monster.

● Inside the second Sulfur Monster's cave is a treasure chest hanging from the ceiling in a cocoon.

● Inside the chamber where Innocent 7 and 8 are located is a treasure chest hanging from the ceiling in a cocoon. To release it you must throw your shield from the uppermost walkway.

INNOCENTS

1) Old Guard on the upper ledge at the start of the level.
2) Male warrior outside the first Sulfur Monster's cave. He rewards you with some Koins.
3) Peddler that runs from the cave just before second checkpoint.
4) Female warrior next to the second checkpoint. She rewards you with some Health.
5) Male warrior trapped in the second Sulfur Monster cave (in the area to the left of the locked door). He rewards you with a Gold Key to unlock the door.
6) Female warrior trapped with Innocent 5. She rewards you with some Health.
7) Male warrior inside the cave beyond the locked door just after the third checkpoint. He rewards you with an Iron Key that unlocks the chest inside the collapsed cavern that's only accessible from the uppermost walkway (you have to double jump to it from Innocent 7's position – it's difficult, but it can be done).
8) Female warrior just after the third checkpoint, inside the cave beyond the locked door. She rewards you with some Health.

SECRETS

1) Near the first Clockwork Puncher you encounter, in the very corner by the steps.
2) Underneath the first Sulfur Monster you encounter.
3) In the second Sulfur Monster's cave, on the ledge to the right of the locked door.
4) Inside the cave beyond the locked door just after the third checkpoint, at the end of one of the walkways that leads to the cavern floor.

THE UNDER HIVE

■ **ENEMIES:** 92 ■ **TREASURE:** 73
■ **INNOCENTS:** 10 ■ **SECRETS:** 3

TRICKY TREASURE

● Use the cocoon hanging from the ceiling to reach the treasure chest on the ledge at the start of the level. Look out for other chests hanging from the ceiling.

INNOCENTS

1) Old Guard just beyond the first Sulfur Monster.
2) Female warrior just beyond the first Sulfur Monster. She rewards you with an Iron Key that unlocks the chest in the recess on the ledge opposite the Old Guard.
3) Female warrior trapped inside a Bore Beetle cell just beyond the second checkpoint. She rewards you with some health.
4) Male warrior trapped inside a Bore Beetle cell just beyond the second checkpoint. He rewards you with some Koins.
5) Female warrior trapped inside a Bore Beetle cell just beyond the second checkpoint. She rewards you with some Koins.
6) Peddler just beyond the third checkpoint.
7) Female warrior in the cavern just beyond the Peddler. She rewards you with some Health.
8) Male warrior in the cavern just beyond the Peddler. He rewards you with some Koins and a hint.
9) Female warrior in the cavern just beyond the Peddler. She rewards you with some Koins.
10) Male warrior in the cavern just beyond the Peddler. He rewards you with some Health.

SECRETS

1) In the cave where Maximo encounters the male warrior that dies (near the first checkpoint), on the ledge after crossing the sulfur.
2) Just after the first checkpoint, in the area to the left of the sulfur fall.
3) In the sulfur cavern beyond Innocents 1 and 2, on the right-hand ledge as you enter the cavern (you need to cross the sulfur to reach the ledge).

DRAINED DEPTHS

ENEMIES: 69 **TREASURE:** 54
INNOCENTS: 9 **SECRETS:** 7

INNOCENTS

1) Girl beyond the first water pool. She rewards you with a hint.
2) Boy on top of the shipwreck. He rewards you with some Koins.
3) Peddler in cavern just beyond the shipwreck.
4) Boy in the area just beyond the second checkpoint. He rewards you with a hint.
5) Girl in area just beyond the second checkpoint. She rewards you with some Koins.
6) Old Guard on the far side of the 'sand fall' area, near the third checkpoint (it's slightly obscured from view).
7) Girl on the side of the 'sand fall' area (she's hidden from view). She rewards you with some health.
8) Boy just beyond the fourth checkpoint. He rewards you with some Koins.
9) Boy in the cave below Innocent 8 (drop down from the path to reach him). He rewards you with some Health.

SECRETS

1) Near the water's edge at the start of the level.
2) On the 'steps' just beyond the first rescued innocent.
3) By the large green stone in the area where the gear heads break through the side of the shipwreck.
4) Near the first checkpoint, on the ledge by the board that leads into the shipwreck.
5) It's on the cavern floor after dropping through the hole beyond the shipwreck.
6) Beyond the second checkpoint on the small ledge at the start of the 'sand fall' area.
7) In the corner opposite Innocent 7.

SUNKEN CITY

ENEMIES: 77 **TREASURE:** 133
INNOCENTS: 10 **SECRETS:** 8

TRICKY TREASURE

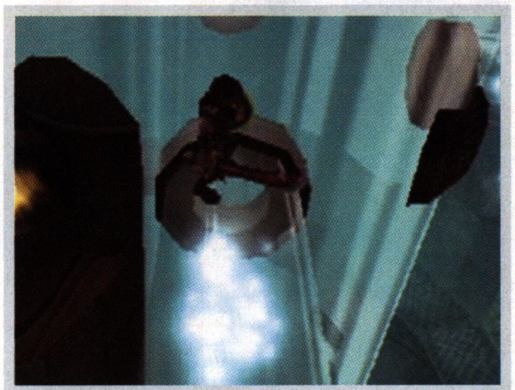
● You need the Gold Shield to get the gems that are underneath the bridges in the pool area.

INNOCENTS

1) Old Guard by the first pool area near the start of the level.
2) Boy in the second pool area. He rewards you with some Koins.
3) Girl in the room behind the Clockwork Puncher near the first checkpoint. She rewards you with some Koins.
4) Girl in the building beyond the first checkpoint. She rewards you with some Health.
5) Peddler on the walkway beyond the circular pool area where Secret 2 is located.
6) Boy in the area at the end of the walkway where the Peddler is located. He rewards you with some Koins.
7) Girl in the area at the end of the walkway where the Peddler is located. She rewards you with an Iron Key that unlocks the chest on the nearby stage.
8) Girl beyond the locked gate, just before the third checkpoint. She rewards you with some Health.
9) Boy in the temple near the start of level (he appears after you've rescued Innocent 8). He rewards you with some Koins.
10) Boy in the area beyond the third checkpoint. He rewards you with some Koins.

SECRETS

1) To the left of the archway in the second pool area.
2) In the corner of the circular pool area, outside the building where Innocent 4 is located.
3) In the area where Innocent 6 and 7 are located, to the left of the stage.
4) In the area where Innocent 6 and 7 are located, to the right of the stage.
5) By the second checkpoint, in the corner.
6) Just beyond the second checkpoint, to the side of the pile of sand in the entrance of the chamber.
7) Near the third checkpoint, where the fish creature is lurking.
8) In area where you rescue Innocent 10, on the first ledge you reach after crossing the pipes.



THE SOULCRUSHER

ENEMIES: 95 **TREASURE:** 89
INNOCENTS: 2 **SECRETS:** 2

TRICKY TREASURE

● In the second flooded chamber, there are some gems inside a recess at the top of the area behind a Zin grate.

INNOCENTS

1) Peddler in the second flooded chamber.
2) Old Guard in the room at the top of the soul crushing tower.

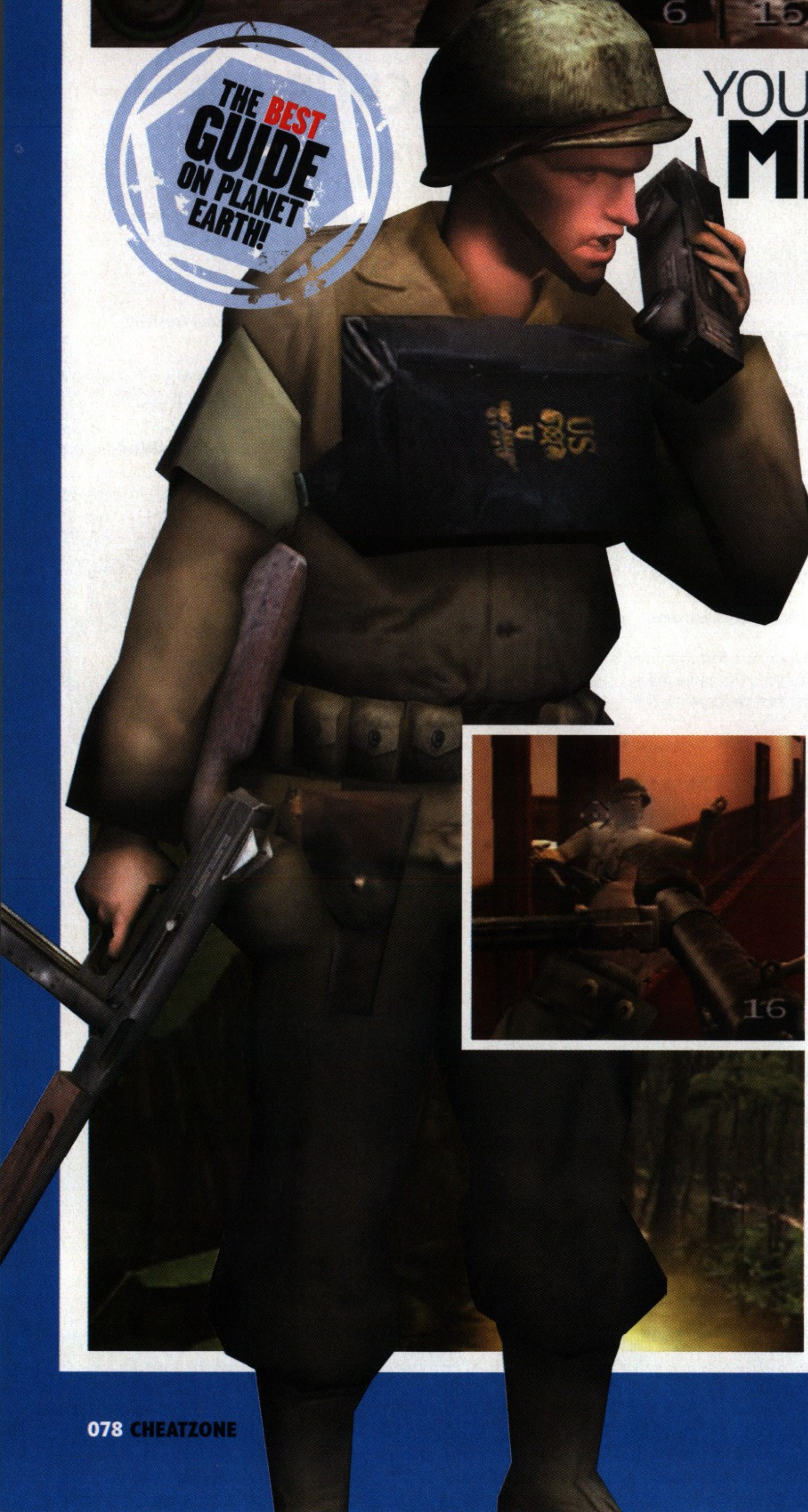
SECRETS

1) In the first flooded chamber, to the right of the pipe that leads to the next area.
2) In the second flooded chamber, in front of the crashed space ship.

Rivers of blood: The enemies in *MOH* aren't the sharpest chopsticks in the sushi bar...

THE BEST GUIDE ON PLANET EARTH!

YOUR ESSENTIAL GUIDE TO... MEDAL OF HONOR: RISING SUN



THE FACTS: MEDAL OF HONOR: RISING SUN ● PLAYERS **1-4**
● MEMORY CARD SPACE **116KB** ● DIFFICULTY **JAPANEASY (NOT REALLY!)**
● COMPLETION TIME **ONE WEEK**

It's all here. Every bonus objective, special item and gold star uncovered!

WAR IS SWELL

→ WITH OUR GUIDE ANYWAY

With the help of last month's walkthrough guide you will have already won the war. However, there's more to *Medal Of Honor: Rising Sun* than simply sending the Japanese packing. To achieve 100% completion you also need to complete every single bonus objective and meet all the criteria for hits taken and accuracy on every level.

Getting three gold stars on a level will unlock a medal (which is only of use for boosting your ego) and a Skeleton Key. You can use the Skeleton Key to unlock a chest in the level you got it on which contains a skin that can be used in the Multiplayer Mode. There are also to special items to find: the Machete and the Entrenching Tool. These are used to unlock cheats and new areas.

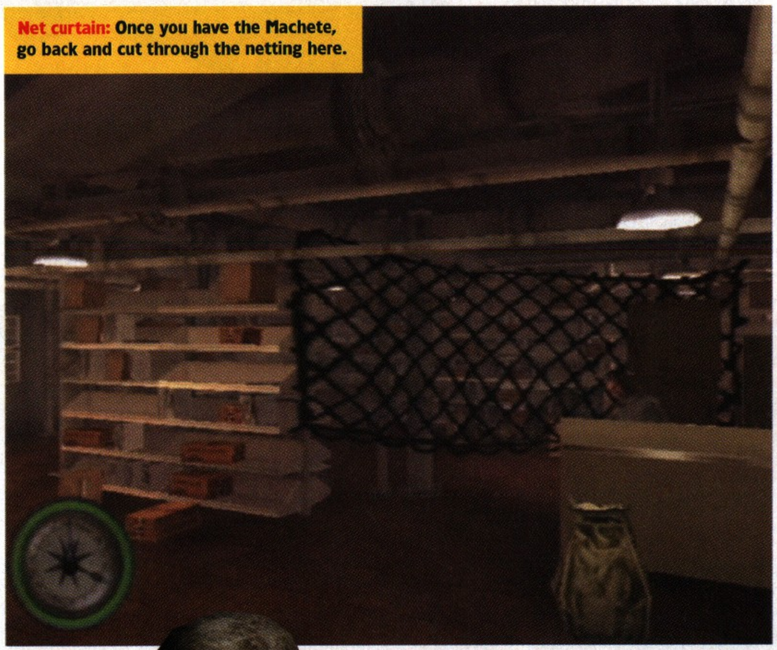
→ CHEAT TO PROSPER

Go to the Options Menu and select 'Passwords'...

Achilles head mode
MANDARIN
Always sniper mode
PUFFER
Bullet shield mode
TANG
Perfectionist mode
HOGFISH
Rubber grenades mode
DAMSEL
Big arm mode
SPINEFOOT
Silver bullet mode
TILEFISH
Unlimited ammo
GOBY
Unlock all missions
BUTTERFLY

DAY OF INFAMY

THE SHIP MIGHT BE SINKING BUT YOU'VE GOT TO STOP OFF ON YOUR ESCAPE ROUTE...



Net curtain: Once you have the Machete, go back and cut through the netting here.

■ FILM CANISTER 1:

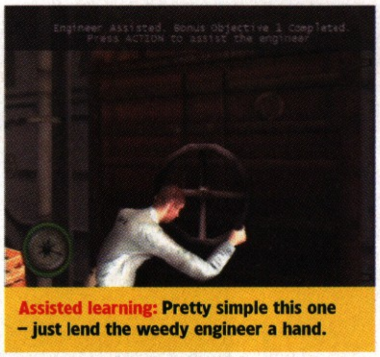
Use the Machete to cut through the netting in the post room.

■ BONUS OBJECTIVE 1:

After jumping the pipes run to the end of the corridor and press ⊗ to assist the engineer.

■ BONUS OBJECTIVE 2:

Extinguish the fire barring the doorway. Go into the room and put out the flames to save the crewman.



Engineer Assisted. Bonus Objective 1 Completed.
Press ACTION to assist the engineer

Assisted learning: Pretty simple this one – just lend the weedy engineer a hand.

■ FILM CANISTER 2:

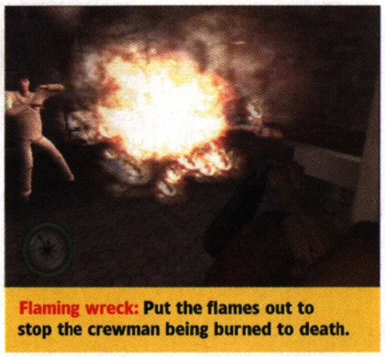
It is just to the right of the crewman you save by putting out the fire.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.

■ SKIN LOCATION:

It's in the barbershop next to where you found the first Film Canister.



Flaming wreck: Put the flames out to stop the crewman being burned to death.

PEARL HARBOR

IT MIGHT SEEM SIMPLE BUT DOWNING 75 JAPANESE PLANES IS NO MEAN FEAT.

■ BONUS OBJECTIVE 1:

Shoot down 20 enemy planes.

■ BONUS OBJECTIVE 2:

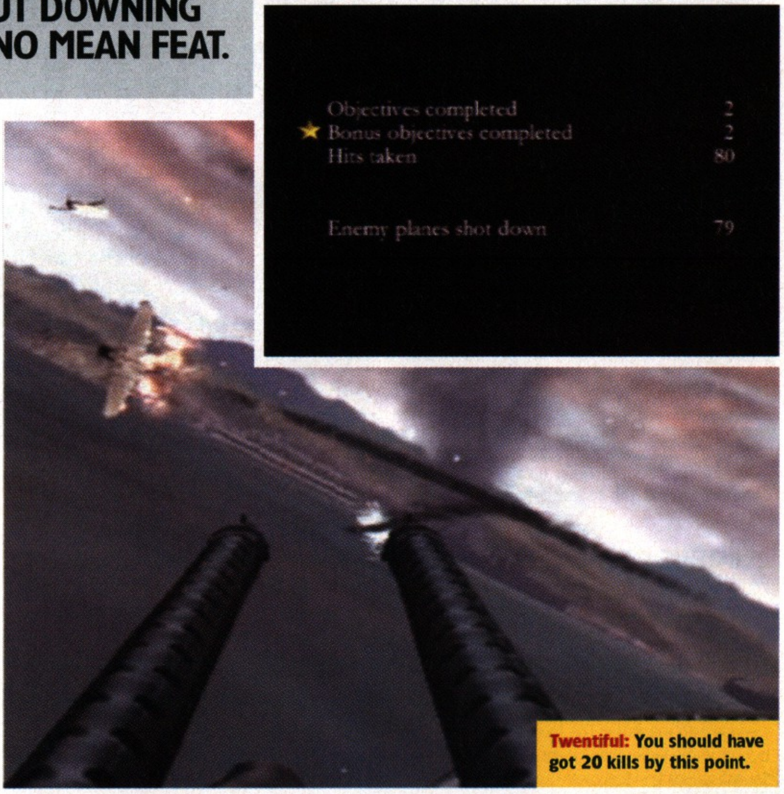
Shoot down 75 enemy planes.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.
Take less than 100 hits.

■ SKIN LOCATION: None.

Turkey shoot: Here's your chance to make it to 75...



Objectives completed 2
★ Bonus objectives completed 2
Hits taken 80

Enemy planes shot down 79

Twentiful: You should have got 20 kills by this point.

FALL OF THE PHILIPPINES

GRAB ALL THE BOOTY YOU CAN BEFORE THE AMERICANS GET THEIR ASSES KICKED!

■ FILM CANISTER 1:

After the tank has rolled through the barricade and you've shot the soldier who appears on the right, look to your left. There's a ruined building here. Run up the pile of rubble and press △ to jump onto the small box at the top. Jump again onto the first floor. The Film Canister is behind the crates here.

■ BONUS OBJECTIVE 1:

There is a small box in the Radio Command Post. Smash it open with your Rifle to reveal a picture of a Japanese officer – Commander Shima. Pick it up.

■ BONUS OBJECTIVE 2:

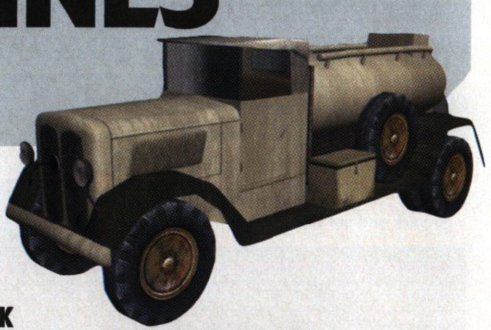
When you exit from the sewers leading from the baseball field, kill the soldier to your left and the sniper on the balcony. Now make your way to the far side of the ruined building. To the right by the hole you exit through is a box. Break it open to reveal a smaller box. Break it again to reveal an even smaller one. Break this open and you'll find the Golden Buddha statue.

■ FILM CANISTER 2:

When you have signalled the Demo Team, run around the back of the truck and go through the gap in the wall on the right. Go right and then right again. The Film Canister is here by some supplies so quickly grab it.

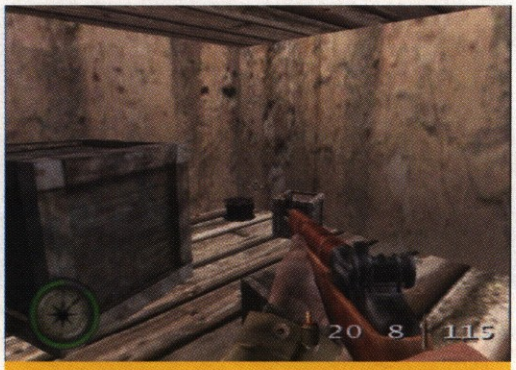
■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.
Take less than 100 hits.
Get 75%+ accuracy.

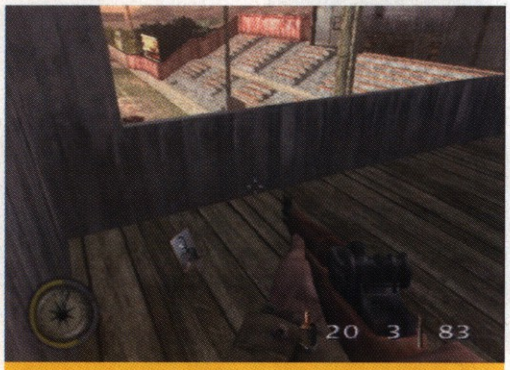


■ SKIN LOCATION:

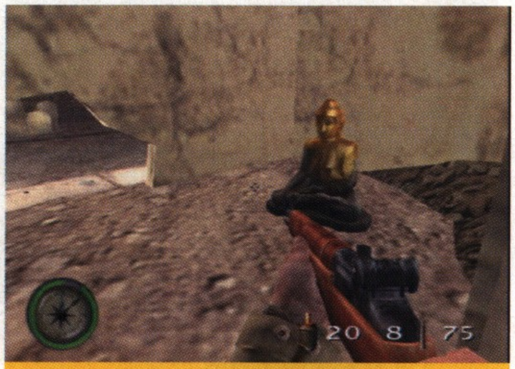
It's on the first floor of the building you come to after collecting the Golden Buddha, with a machine gun on the roof.



Film noir: **Fancy leaving a reel of film here in a ruined house.**



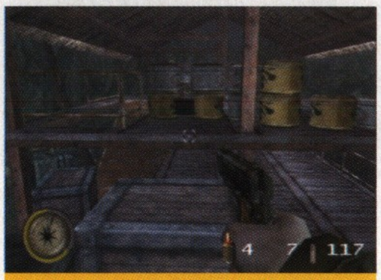
Snappy snaps: **Inside that small box is this ugly mugshot.**



Sitting pretty: **Quite how this fitted in that tiny box...**

MIDNIGHT RAID ON GUADALCANAL

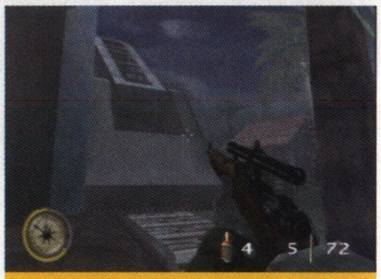
IN THE MURKINESS OF THE PACIFIC NIGHT YOU WILL NEED SHARP EYES AND A CLEAR HEAD TO SPOT ALL THE BONUSES AND FILM CANISTERS.



Hop, skip and jump: **Jump up the boxes and across the gap to get the latest movie.**

■ BONUS OBJECTIVE 2:

You need to get five sets of Intelligence Documents. The first is in the bunker where the boat collects you after your first foray into the jungle. The second set is in the bunker you encounter just after you reach the Landing Area. The third set is in the larger of the two huts in the clearing with the crane. The fourth set is in the bunker in the large open clearing with lots of Japanese hiding in foxholes. The final set is upstairs in the radio hut you need to go through to get to the Ammo Depot. Officers guard each set quite literally with their lives so shoot them before they can slice and dice you.



Crane in the arse: **Jump up onto the tracks and then walk up the arm to get the reel.**

■ FILM CANISTER 1:

Walk around the back of the crane near the Outpost. Jump up onto the tracks and then jump again to reach the arm. The Film Canister is at the end of the arm.

■ FILM CANISTER 2:

This is sneakily hidden in the two-storey supply hut in the big loop area that you can ignore if you just want to complete the mission. On the lower level run through the stacks of boxes until you find the one you can jump up onto. Jump up the series of boxes and then face left. Jump across the small gap for the Film Canister. You'll be more than glad that you did.

■ BONUS OBJECTIVE 1:

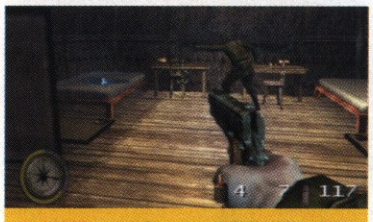
Destroy the generator by throwing a Grenade at it. You'll find it in a shed by a parked truck in a clearing towards the end of the level, just before you reach the Ammo Depot. It's guarded by a couple of grunts so be warned.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

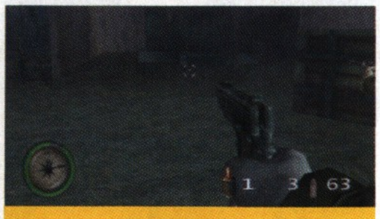
Complete both Bonus Objectives.
Take less than 100 hits.
Get 75%+ accuracy.

■ SKIN LOCATION:

It's in the two-storey hut you come to just before the Ammo Depot.



No intelligence: **Over here! This officer isn't doing a good job of protecting his papers.**



Generator X: **A swift Grenade here will see the Japanese power supply cut off...**

PISTOL PETE SHOWDOWN

QUITE WHY THERE ARE FILM CANISTERS LITTERED AROUND A PACIFIC ISLAND WE DON'T KNOW...

SPECIAL ITEM:

Once you have rescued the Lost Allied Patrol, run around to the back of the hut behind where the soldiers were being held captive. Here you will find the Machete underneath the hut. You can now use the Machete to cut through foliage and other obstructions to reach previously hidden areas and take shortcuts. You can't equip it, but when you see something that looks like it can be cut back, approach it and press ⊗. You will need to go back to previous levels and use it to get various bonuses.

BONUS OBJECTIVE 1:

After the enemy artillery fire blows a hole in the fence by the Japanese camp, run through and head up to the top left-hand side of the hill. Here is some undergrowth you can cut back with the Machete. Run up the path, chopping any foliage that gets in your way. You will emerge onto a grassy hill. Run left up to the top and take out the Japanese manning the howitzer. Man it yourself and take out the soldiers and enemies who foolishly charge at you.

FILM CANISTER 1:

There is a grey rock directly in front of the howitzer – shoot it to reveal the Film Canister.

FILM CANISTER 2:

It is located between the second and third gun position. The Film Canister is at the bottom of a path winding upwards.

BONUS OBJECTIVE 2:

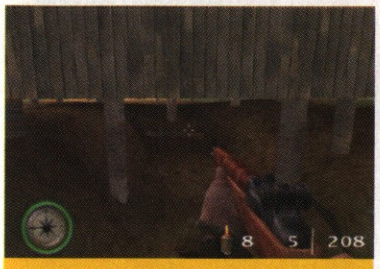
When you cross the bridge at the end, Harrison gets injured. Press ⊗ as you approach him and give him a helping hand.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

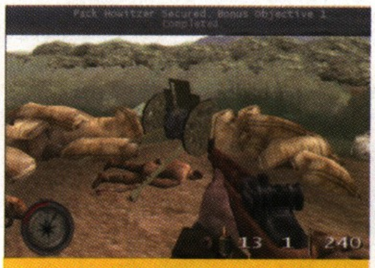
Complete both Bonus Objectives.
Take less than 50 hits.
Get 75%+ accuracy.

SKIN LOCATION:

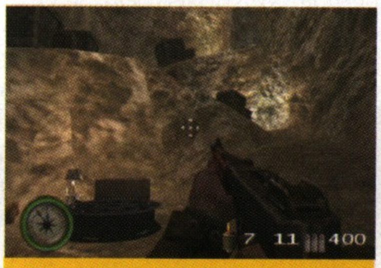
The skin is in the largest hut in the POW area.



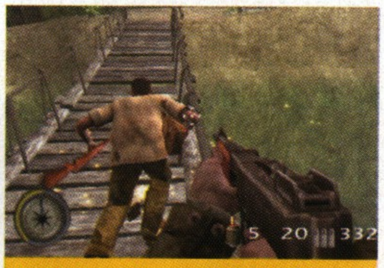
Hack and slash: Press ⊡ to crouch and then crawl under the hut to grab the Machete.



Packing heat: Gun down all the soldiers to stop that Howitzer causing more trouble.



In the can: There is a Film Canister in the cavern after you destroy the second gun.



Helping hand: It seems that all Harrison needed was a push in the back.

SINGAPORE SLING

THERE'S NO TIME TO SIT BACK AND SLURP ON A COCKTAIL – THERE ARE SECRETS TO BE UNEARTHED.

BONUS OBJECTIVE 1:

Free the three POWs being interrogated. After going through the noodle bar follow the road straight on. At the end turn left and go through the door. Go up the stairs and across to the next building. The first POW is in a room to your left. To free him kill the officers holding him captive. The second POW is on the rooftops just after you pass the glass house. The third one is in the building after you go down the stairs from the rooftop.

FILM CANISTER 1:

After exiting the building where you found the first POW, head right and go into the small room filled with fruit. Go down the stairs and follow the passage all the way around until you exit into a storage room. Kill all the Japanese in here and then go right up the ramp to find the Film Canister.

FILM CANISTER 2:

After you meet Bromley kill all the Japanese in the first area you come to (we recommend staying on the higher level here and sniping with the Welrod). When the coast is clear, go down the stairs and the Film Canister is on a table just to your left.

BONUS OBJECTIVE 2:

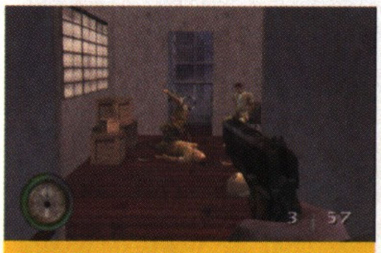
The first piece of additional evidence is on a table in the kitchen – make sure to deal with the chef and soldiers before looking for it. The second piece of evidence is on the counter in the room up the stairs from the kitchen. The final piece is on a chair in the room you pass through to get to the balcony where you rendezvous with Tanaka.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

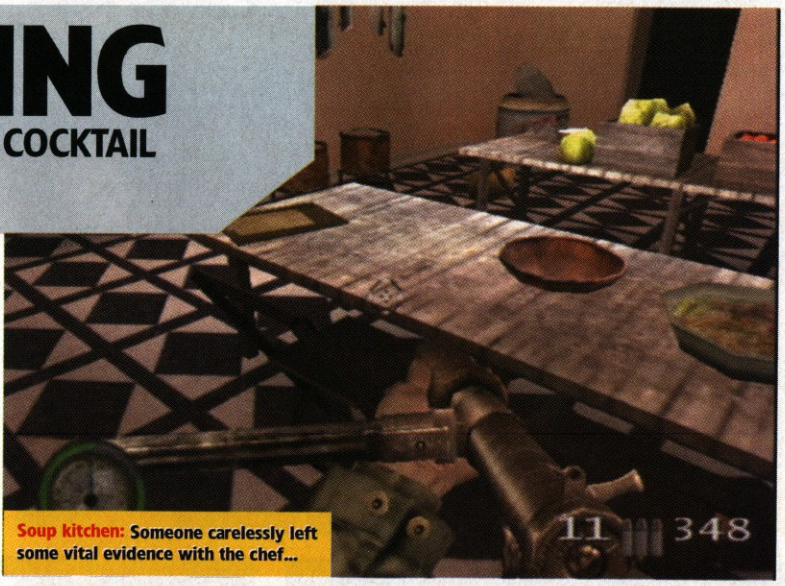
Complete both Bonus Objectives.
Take less than 70 hits.
Get 75%+ accuracy.

SKIN LOCATION:

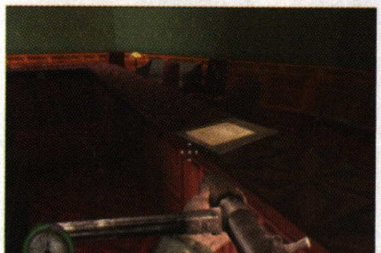
It's in the room by the kitchen where you can also save your game.



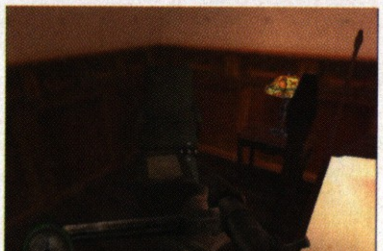
Suicide squad: Fill the two interrogators with lead and then free the plucky Tommy.



Soup kitchen: Someone carelessly left some vital evidence with the chef...



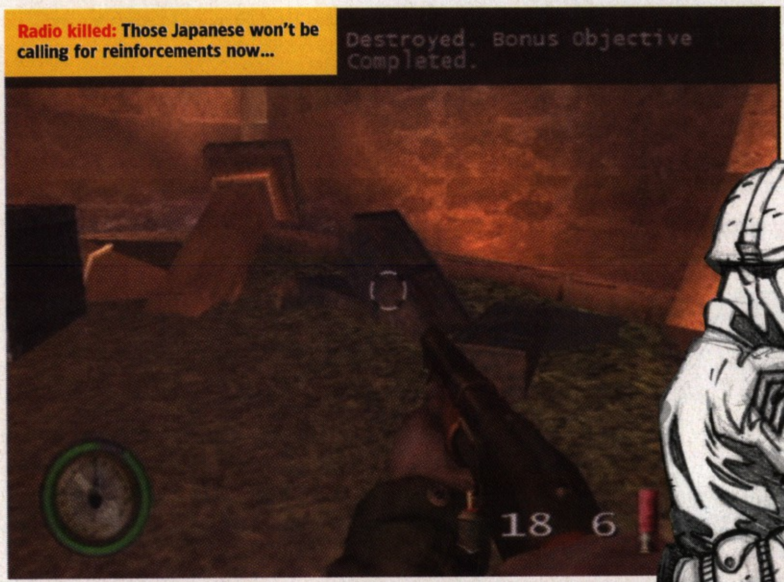
Counter culture: Up the stairs from the kitchen is another bit of evidence.



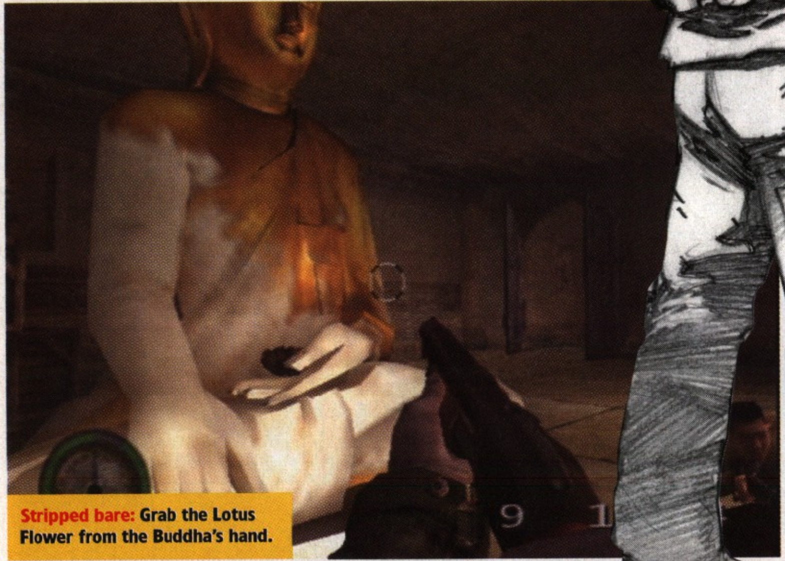
I spy: Those Germans should have told their Allies how to keep things safe.

SEARCHING FOR YAMASHITA'S GOLD

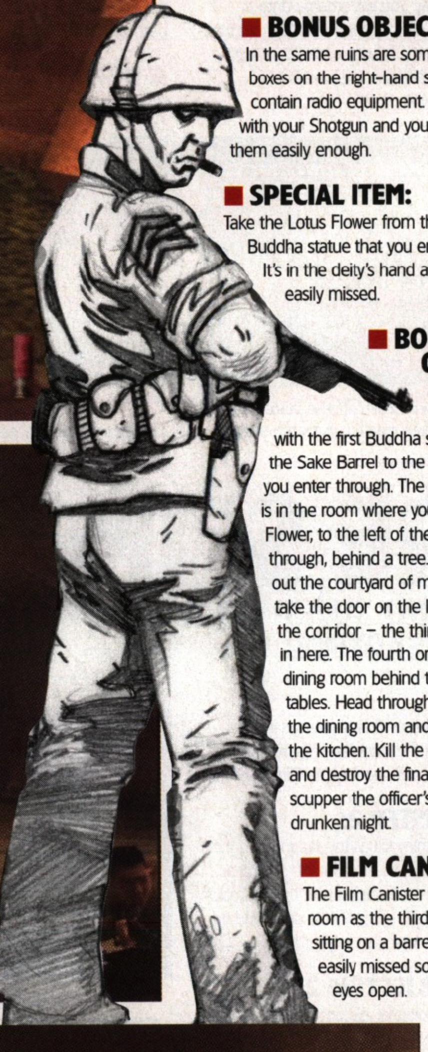
WHILST SEARCHING FOR GOLD YOU'LL ALSO COME ACROSS SOME GEMS AND A FANCY SPADE...


Destroyed. Bonus Objective Completed.

Radio killed: Those Japanese won't be calling for reinforcements now...



Stripped bare: Grab the Lotus Flower from the Buddha's hand.



FILM CANISTER 1:

After you clear out the four machine gun emplacements in the jungle and make it up the hill to the ruins have a look on the left-hand side of the ruin. The Film Canister is on top of a box.

BONUS OBJECTIVE 1:

In the same ruins are some rectangular boxes on the right-hand side which contain radio equipment. Blast them with your Shotgun and you'll destroy them easily enough.

SPECIAL ITEM:

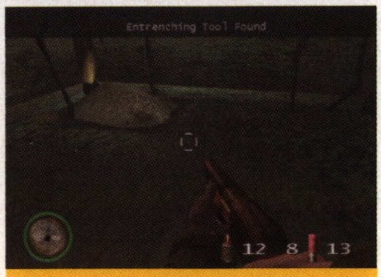
Take the Lotus Flower from the second Buddha statue that you encounter. It's in the deity's hand and can be easily missed.

BONUS OBJECTIVE 2:

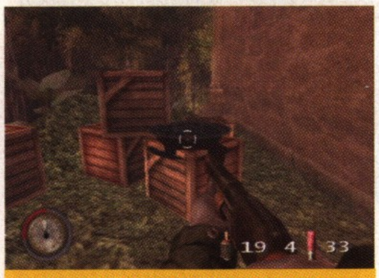
In the room with the first Buddha statue, shoot the Sake Barrel to the right of the door you enter through. The next Sake Barrel is in the room where you find the Lotus Flower, to the left of the door you enter through, behind a tree. After you clear out the courtyard of meditating officers take the door on the left-hand side of the corridor – the third Sake Barrel is in here. The fourth one is in the dining room behind the serving tables. Head through the arch out of the dining room and go right into the kitchen. Kill the cooks in here and destroy the final Sake Barrel to scupper the officer's chances of a drunken night.

FILM CANISTER 2:

The Film Canister is in the same room as the third Sake Barrel sitting on a barrel. Again, it's easily missed so keep your eyes open.


Entrenching Tool Found

Dig your own hole: Now you can find bonus codes buried in the ground. Woohoo!



Boxed copy: Look to the left-hand side of the ruins for this sneakily hidden reel.

SPECIAL ITEM:

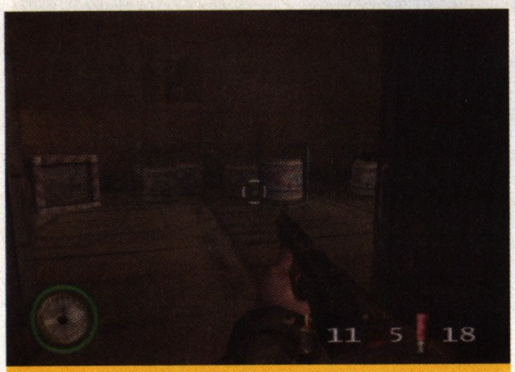
After rescuing the Pilot, exit the cells and then carry on right down the corridor. Go down the slope and walk up to the plinth in front of the prone Buddha. Press ⊗ to place the Lotus Flower and open a secret door. Go down the passage that is revealed to get the Entrenching Tool.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

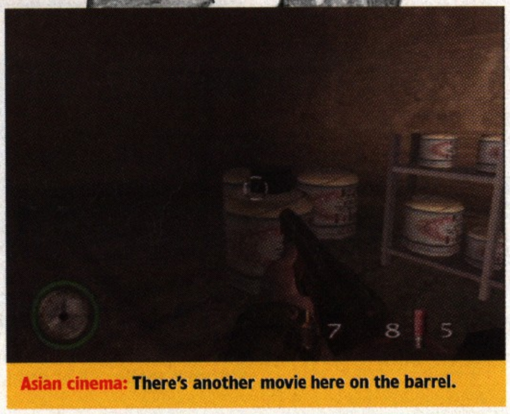
Complete both Bonus Objectives.
Take less than 80 hits.
Get 85%+ accuracy.

SKIN LOCATION:

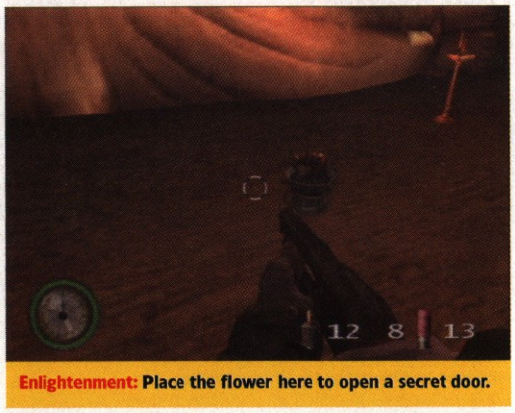
In the detention centre there is a door on the right-hand side of the corridor that you need to use the Skeleton Key to unlock. The skin is inside.



Being Sake: It's a waste of grog but blast the barrel anyway.



Asian cinema: There's another movie here on the barrel.



Enlightenment: Place the flower here to open a secret door.

A BRIDGE ON THE RIVER KWAI

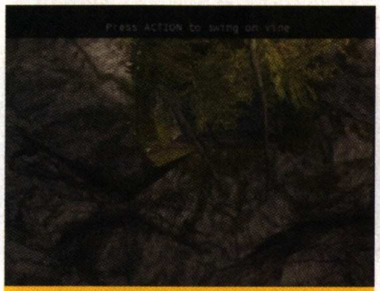
IT'S A BIT LIKE THE FILM EXCEPT THAT THIS ISN'T A COMPLETE AND UTTER WASTE OF TIME... THERE ARE BONUSES TO BE HAD!

FILM CANISTER 1:

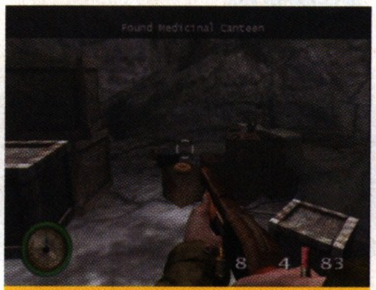
From your starting position turn around and use the Machete to cut through the undergrowth. Follow the path around and shoot the two Japanese who are startled by your appearance. Now move down the small stream and shoot the soldier in the foxhole on the right and the one up ahead. Shoot the enemy in the foxhole at the bottom and then walk up to the edge of the cliff by the tree where some vines are hanging down. Press ⊗ to swing over the gorge Tarzan-style and into a tunnel in the opposite cliff face. Move into the cave and shoot the three Japanese and collect the Film Canister. For some strange reason, there is also a donut in here that, when eaten, replenishes your health.

BONUS OBJECTIVE 1:

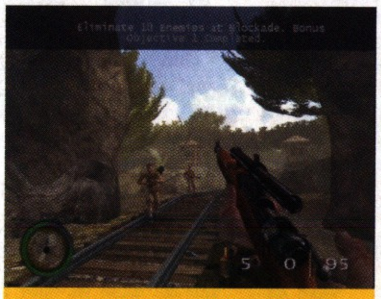
Kill ten soldiers at the barricade. Use your Sniper Rifle to pick off the soldiers who run to man the machine guns and those who try and take cover before firing at you.



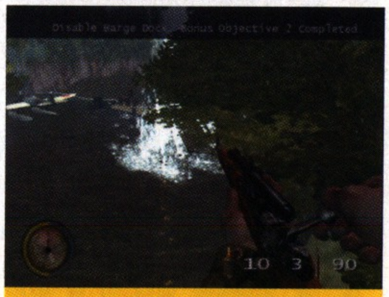
Going ape: Swing into the cave entrance to take some Japanese completely by surprise.



Dunkin donut: Forget your sweet tooth – there's a Film Canister over there.


Eliminate 10 Enemies at Blockade. Bonus Objective 1 Completed.
5
0
95

Lock and load: Use your Sniper Rifle to pick off the cannon fodder at the blockade.



Supply route: Blast the explosive barrels to leave the Japanese hungry and thirsty...

BONUS OBJECTIVE 2:

When you cross the bridge look right and shoot the barrels on the two barges to disable the barge dock.

FILM CANISTER 2:

Right at the end of the level when you follow Bromley to where you jump off the bridge, look to the left as you run across the top of the carriages – the Film Canister is here.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.
Take less than 60 hits.
Get 85%+ accuracy.

SKIN LOCATION:

After meeting up with the Chindits go into the second cave you pass on your right-hand side. Kill all the Japanese in here before grabbing the skin.

SUPERCARRIER SABOTAGE

THIS IS THE GAME'S (ANTI-)CLIMAX. WE'VE BEATEN IT SO YOU CAN TOO. IT'S EASILY THE HARDEST AND LONGEST LEVEL SO GIRD YOUR LOINS...

FILM CANISTER 1:

After clearing the dining room head back into the corridor and around the corner. The Film Canister is on the floor in the first room on the left where you will find the pilots being briefed.

BONUS OBJECTIVE 1:

Up the stairs from the planning room is a radio room on the right-hand side. Walk up to the radio and press ⊗ to sent a false signal.

BONUS OBJECTIVE 2:

The first set of Imperial Orders is in the control room where you open the hangar doors. The second set is in the planning room by the first Save Point after you enter the hangars. The final set is on a table in the lower bridge just down the corridor from the radio room.

FILM CANISTER 2:

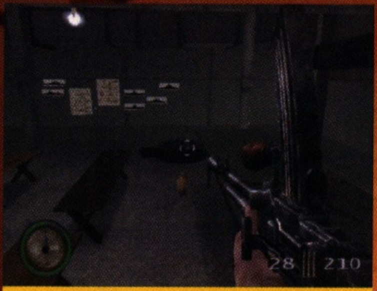
The Film Canister is on the floor behind the table where the final set of Imperial Orders are located.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

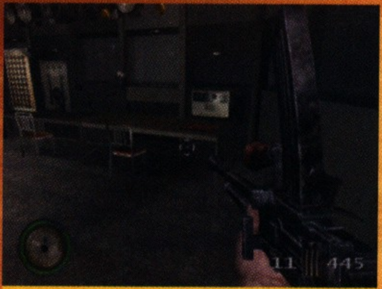
Complete both Bonus Objectives.
Take less than 150 hits.
Get 55%+ accuracy.

SKIN LOCATION:

The final skin is in the planning room where you also find a set of Imperial Orders.



Debrief: After you've given the pilots a final briefing on combat grab the reel.



Hanging around: After you've opened the hangar doors, make sure to get the Orders.

THE LORD OF THE RINGS

REPLAY

THE RETURN OF THE KING

Ever played a Survial Mode in a beat-'em-up? Ah, they were all the rage a few years ago and the idea was to stay upright for as long as possible against a fiendish onslaught of enemies. This, basically, is the idea behind these two special stages that you unlock at the end of the game. Each has 20 levels and starts off easy, but finishes with a frantic blur of molten death. Sadly, you don't unlock anything else when you complete them, but you do have the satisfaction of completing the game with 100%.

THE FACTS: **THE LORD OF THE RINGS: THE RETURN OF THE KING** ● PLAYERS **1-2** ● MEMORY CARD SPACE **78KB** ● DIFFICULTY **PAD-SNAPPING** ● COMPLETION TIME **15 HOURS**

PALANTIR OF SARUMAN

HOW TO GET IT: COMPLETE THE CRACK OF DOOM.

I understand why Men fear this place!

STAGE #01

Very straightforward. Avoid getting surrounded by running around the outside of the arena, letting the enemy come to you one at a time.

STAGE #02

Still nice and easy. If you took a few hits in Stage One (and there's no shame in that), then you'll find a health bonus right at the very start.

They gather here in force!

STAGE #03

A mixture for Stage Three, but keep sharp and on the move and you should be able to enter the fourth stage with a full bar of health.

STAGE #04

Stay against the back of the level and pick the archers off one at a time. Use block to defend against arrows and, between the patterns, fire your own.

STAGE #05

Much easier than the last bunch of archers, as these ones don't move away when you go to attack them. They also only take two shots each to kill them.

STAGE #06

A combination of the two breeds of archer. You should be well used to their patterns now, so it's merrily on to the seventh stage we go...

STAGE #07

These characters are slightly more difficult, as their shields have to be destroyed before you can attack them. Use a Fierce Attack (△) to do this.

Back, foul thing

STAGE #08

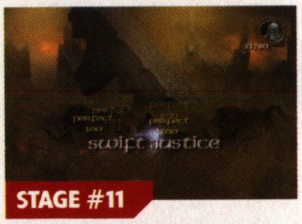
Again, smash the shields first with a Fierce Attack. Remember, there's no shame in running away, so try not to get blocked in by them.

STAGE #09

You've got a tricky mixture of enemy here and you need to keep sharp. Long-range attacks are fairly useless, as the enemy is fast and will continually run after you.

STAGE #10

You'll need to avoid the archers here, while rubbing out the six Wraiths at the same time. Keep moving and you should manage to make it through.



STAGE #11

This will be your first encounter with the Spiders. The large ones are pretty straightforward, but there are also loads of smaller ones.

STAGE #12

More archers and more Wraiths, only this time the spooks are bigger and tougher. You'll need to use block quite a bit and try to avoid getting surrounded.

helm's hammer

STAGE #13

Pretty much the same set up as the last stage, so follow our advice for that one and you'll be on to the next stage in no time at all.

STAGE #14

You've got a lot to deal with on this stage, and you'd be wise to take out the archers first. Run around the edge of the stage, picking them off as you go.

STAGE #15

There's plenty to trouble you here. Again, try to knock out the archers first, as they can be a right pain if you get surrounded by them.

STAGE #16

These Wraiths may be big, but they ain't that clever – and there's only five of them. They're pretty hard, though, so try not to take on more than one at a time.

STAGE #17

These Orcs can knock you flat with one swing of their clubs, so it's a good tactic to back away from them with L2 when they look likely to swing.

STAGE #18

Don't worry about these Trolls, as they're a lot easier than they look. They can be irritating if you get surrounded by Spiders, so concentrate on killing the Trolls first.

STAGE #19

Grab the health in front of you. The large Troll should be your first victim, then head for the large Wraiths. Now concentrate on the Orcs before polishing off the Spiders.

STAGE #20

Try to take out the two large Trolls with long-range attacks first, then keep moving to avoid the Wraiths. You'd also be wise to kill the archers fairly soon into the level.

PALANTIR OF SAURON

HOW TO GET IT: FINISH THE CRACK OF DOOM AND MAX OUT SAM, GANDALF AND EITHER ARAGORN, LEGOLAS OR GIMLI.

swift justice

STAGE #01

The enemies on this stage follow a set path, so if you stand in front of a whole line of them and power up your Fierce Attack, then you should do some serious damage.

STAGE #02

They're larger and stronger than the enemies in stage one, but they follow the same patterns, so use the same tactics here, too.

swift justice

STAGE #03

Now you have a mixture of the two enemies from the first two stages, so you should be well used to their patterns by now.

STAGE #04

Now we're into the archer stages, but there are far more this time around. Go slowly and pick off the archers from around the edges first.

STAGE #05

More archers, so kill them the same way. Remember that you can power up your Perfect Meter by constantly blocking and it's far easier to kill them in this mode.

STAGE #06

The final wave of archers and these ones are seriously tough. Use the pillar in the middle as a shield and kill off small waves at a time with long-range attacks.

STAGE #07

You're now up against a nasty wave of Orcs, and these ones need a Fierce Attack to knock out their shields first. Try to tackle them individually for the best success.

STAGE #08

More shielded enemies, but these ones come complete with pikes. The same tactics work, though, so keep 'em at a distance and use those Fierce Attacks.

helm's hammer

STAGE #09

A mixture of the enemies from stages seven and eight... just more of them. Helm's Hammer is a good special move to use here.

swift justice

STAGE #10

There's a whole load of small enemies, plus a bunch of archers. The small ones are easy, though, so get rid of them first and then deal with the archers.

swift justice

STAGE #11

You'll have five archers stood right in front of you, but that's the least of your problems. Run around to the right, take out the guards, then come back for the archers.

STAGE #12

More guards, more archers. Run around the sides, killing the archers. Then, if you're still alive, which we really hope you are, take out the guards.

STAGE #13

Basically the same set up as the last stage. Leg it around the edge of the arena and kill the archers before tackling the guards. Job done.

STAGE #14

Like a demonic cocktail, this stage is a terrifying mixture of colourful death. Run like the wind and pick off one enemy at a time. Not getting surrounded is a must.

helm's hammer

STAGE #15

More archers, more guards and more trouble. Again, kill the archers first, then the smaller enemies. Finally, smack down the guards – you'll need to use the block move here...

STAGE #16

This stage isn't as hard as it looks. Keep on the move to avoid getting surrounded, as one clobber from one of those clubs will knock you flying.

helm's hammer

STAGE #17

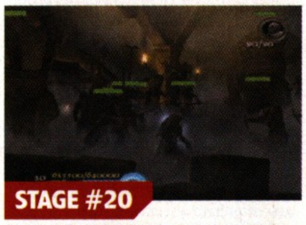
These enemies are the same as the last lot, only these ones have armour that must be bashed through with a Fierce Attack first.

STAGE #18

More massive guards (some shielded, some not) and a large Troll. Great. Kill the Troll first, then take out the weaker guards – they're the ones without the armour.

STAGE #19

The fun stops here, kids. If stage eighteen was bad, then this is hell. There's more of everything (except for still only the one Troll), so keep on the move and 'em down.



STAGE #20

The two Trolls are fairly straightforward to kill, but the guards are a nightmare. Try to lose all the archers before you tackle them and you might (just might) have a chance.

THE FACTS: **FIFA 2004** ● PLAYERS **1-8** ● MEMORY CARD SPACE **145KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **UNLIMITED**

FIFA 2004

Finding it hard to turn England into world beaters? Need to turn around Leicester's flagging fortunes? Then this is the guide for you.

THE BEST GUIDE ON PLANET EARTH!

SHOOTING

NO MATTER HOW FLUID AND FANCY YOUR APPROACH PLAY IS, YOU STILL NEED TO BE CLINICAL IN THE AREA.

The power and height of your shot is set by how long your hold down ◎ for. If you get too much power on your shot they'll be picking it out of row Z. Conversely, if you under hit your shot the goalkeeper might starting humming a tune while he waits for the ball to reach him. The key to successful goal scoring (which is far from easy in *FIFA 2004*) is getting the power of your shot right. When you are inside the area you won't much more than a tap to get enough drive. From further away you will need a lot more power if you're going to trouble the keeper. From 30 yards a full power shot can find the top corner. Use the Analog stick to direct your shots. Check the goalie's position before shooting and always aim for the corner which he is furthest from, even if it means shooting across the goal. Our favourite method is to hold down R2 before shooting. This allows you to shoot powerfully but also keep your shot down low where goalies like them least.

When the ball is whipped in from the wings pressing ◎ will perform an attempt on goal (if he gets there before a defender) determined by the flight and height of the ball. Headers are the most common but there are a range of volleys that you can pull off as well as the holy grail – the bicycle kick. A good tactic is to chest flighted balls down to confuse defenders before tucking the ball away with a normal shot.

Of all the goalscoring methods in *FIFA*, the lob is by far and away the hardest to perform. Unlike in *PES3*, the ball is more scooped than dinked and it often lacks the pace to leave the goalie stranded. The lob is performed by pressing and holding ▢ for the desired length of time whilst bearing down on goal. ■

Lpool 0-0 Evton 37:23
EA SPORTS
LIVE

Owen goal: **Holding down R2 whilst shooting keeps your shot nice and low.**

PASSING

STROKE THE BALL AROUND LIKE A MEMBER OF THE STROKES STROKING HIS FLUFFY BEARD.

SHORT PASSING

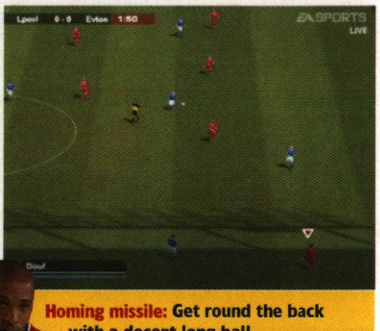
There was a time under Graham Taylor when England were accused of not being able to pass the ball. The team didn't make the World Cup. Don't go the same way. To get anywhere in FIFA you need to be able to pass the ball quickly, taking advantage of any gaps in the opposition's line up and any runs made by your own players. Rather than hoofing the ball out of defence, pass it through the opposition with ⊗. You can vary the destination of your pass by holding the direction you want. As you approach your opponent's goal one-twos are a very effective way of getting a runner through on goal. After passing with ⊗, press L1 and the player who passed the ball will make a forward run. Press ⊗ to play a ball into his feet or △ for a through ball.

THROUGH BALLS

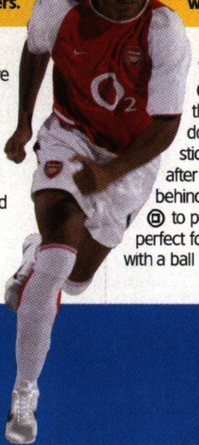
The bread and butter of the creative midfielder, through passes are the best way of unlocking opposing defences. When you hold △ a power bar will appear, determining the strength of your pass. You will also have to set the direction of the pass and for this reason we strongly recommend using the Analog controls rather than the D-Pad. The harder your pass, the more difficult it is for the receiving player to control the ball. You will only need full power when you want to sweep the ball out to the wings. In most cases you won't need more than two-thirds power. If your attackers are static, hold L1 down to send one of them on a run and then play a through ball with △ before they run offside.

Lpool 0-0 Evton 8:48
BARCLAYCARD
EA SPORTS
LIVE
Kewell

Wing commander: **Through balls are great for releasing your wide players.**



Homing missile: **Get round the back with a decent long ball.**



LONG PASSING

The long ball is one of the most effective means of exploiting the space left by a defence under pressure or caught on the break. If the play is centred down one wing and you have no obvious outlet for a pass near by, hold ▢ and face across the pitch to send a crossfield ball to your other winger. Your opponent's defence will be out of position, allowing you to pick out your forwards with the pass of your choice. When you get past the last defender use ▢ to cross. Set the power by the length of time you hold the button down for and the direction with the Analog stick. You can also press ▢ after playing a one-two to exploit the space behind your opponent's defence. Press R2 and ▢ to perform a driven long ball or cross, perfect for teeing up a late runner into the box with a ball made for volleying into the top corner. ■

DEFENDING

THE ITALIANS PREFER A GOOD TACKLE TO A GOAL... DO YOU HAVE WHAT IT TAKES?

You have two defensive staples at your disposal: the slide tackle (⊡) and the block tackle (◎). Rushing at the opposing player in possession of the ball in an attempt to win it at all costs will result in one of two things: a) you give away a freekick and maybe get a card b) you are left flat on your arse while they bear down on your goal. The best tactic is to try and manoeuvre your opponent into areas that don't threaten your goal. Whilst doing this hold down R2 and a second defender will come in and make a tackle. Only use the slide tackle if you are almost certain that you will win the ball. The block tackle is a far more effective method of stealing possession in your penalty area. ■

Lpool 0-0 Evton 45:00

Lpool 0-0 Evton 45:00
EA SPORTS
Highlights

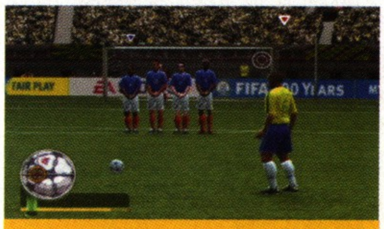
CURVE IT CARLOS

DO YOUR MATES RUIN ALL YOUR SILKY ATTACKING PLAY BY CYNICALLY HACKING YOU DOWN? MAKE THEM PAY!

The ability to score direct freekicks is what separates footballing geniuses from your 'average' good player. Unlike previous incarnations, *FIFA 2004* doesn't have any sweet spots so we can't guarantee you a goal every time. What we can do is take you aside, just as Maradona did to a fledgling Zola, and give you tips from an expert.

While most of FIFA's ball dynamics have been made more realistic, the freekicks still leave the kicker's boot like a bullet out of a rifle. This really works to your advantage. You won't need to use full power to really burst the net. But be realistic. Shooting from 40 yards will almost never bear you a goal. We recommend shooting from under 30 yards. Also, bear in mind who your team's kicker is. If you really want a decent strike rate you should use either David Beckham or Roberto Carlos.

Here's how we scored the amazing freekick with Roberto Carlos pictured above and below. Firstly, aim for the top corner on the opposite side of the goal to Barthez. Now add a bit of left-hand spin purely for added visual impact. OK, everything's lined up perfectly. Take a deep breath and press ◎ to start the power gauge. Press ◎ again to set the power that you want. Your marker will come back down the gauge. Press ◎ to stop it as close to the centre of the green area at the bottom as you can to maximise your accuracy. And voila! You've served up a top drawer strike! ■



Pinpoint: **Pick your spot, set the spin and then manipulate the power meter.**

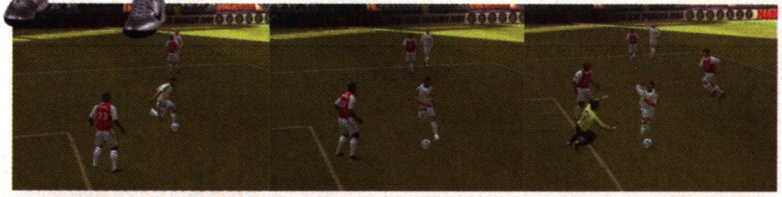
EA SPORTS
Highlights
FIFA 100 YEARS

Out of reach: **Perfection! No goalkeeper could stop this. Well maybe David James...**

Samba-style: **Try recreating this dance to really rub salt into your mate's wounds!**

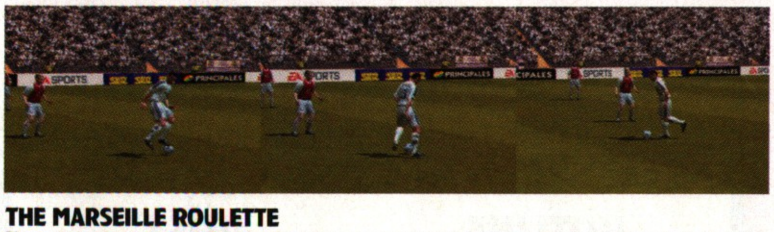
FANCY FOOTWORK

LEAVE YOUR OVERLY COCKY MATES STANDING IN YOUR WAKE LIKE DEAD DUCKS...



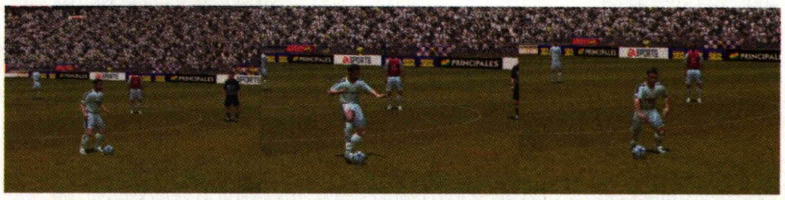
THE SHOULDER DROP

When dribbling with the ball towards an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder one way and then neatly knock the ball the other way past his opponent. ■



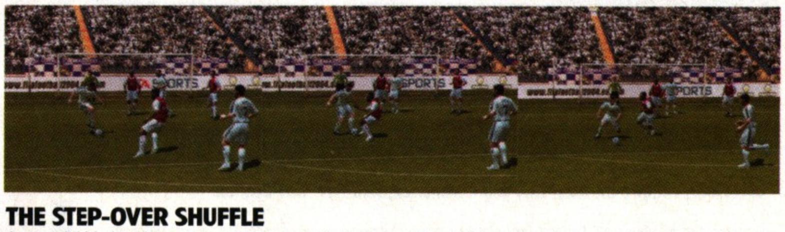
THE MARSEILLE ROULETTE

This is the trademark of one Zinedine Zidane so who better to demonstrate. When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and then deftly rolls it back into his path. ■



THE DRAG & GO

When a defender has you cornered hold R2 when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back. Now quickly push up or down and you will knock the ball past the defender. ■



THE STEP-OVER SHUFFLE

As you dribble head on at an opponent quickly hold down R2 and then double tap the right Analog stick up or down depending on which way you want to go. Your player will step-over the ball and then knock it with his other foot. ■

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No more navy blues in our complete walkthrough!
RETURN OF THE KING FIFA 2004 AND RISING SUN EVEN MORE INSIDE!
GET 'EM WHILE THEY'RE HOT!
TOMMY GUNNED!
GRAND THEFT AUTO CLINIC It's a gangster's paradise as we answer your questions!
CAR WARS!
NEED FOR SPEED: UNDERGROUND Drifting masterclass – clock up top scores every time!
IT'S WWEASY!
TORRIE ANSWERS YOUR QUESTIONS Smackdown! beauty wrestles your queries, in only her bra.

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HEROES IN A HALF-SHELL?

OR THE TURTLE'S HEAD? FIND OUT WITH BRITAIN'S FIRST REVIEW, ONLY IN MAX!

MEGA PREVIEW!

DRIV3R

BETTER THAN VICE CITY!?

WE TAKE IT OUT FOR A SPIN AND RECKON IT COULD KNOCK GTA OFF THE TOP SPOT!

Don't settle for second best

GET MAX

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CHEATZONE
PRESENTS....

PLAY MORE

GET *MORE* OUT OF YOUR GAMES

10,000 CODES IN OUR A TO Z

1000s OF OLD AND NEW PS2 CODES IN A TO Z! p92

THIS MONTH...

P 112 ACTION REPLAY/XPLODER
Codes for the whole family – 1186, in fact. Whichever cheats disc you've got, we've got the codes you need...

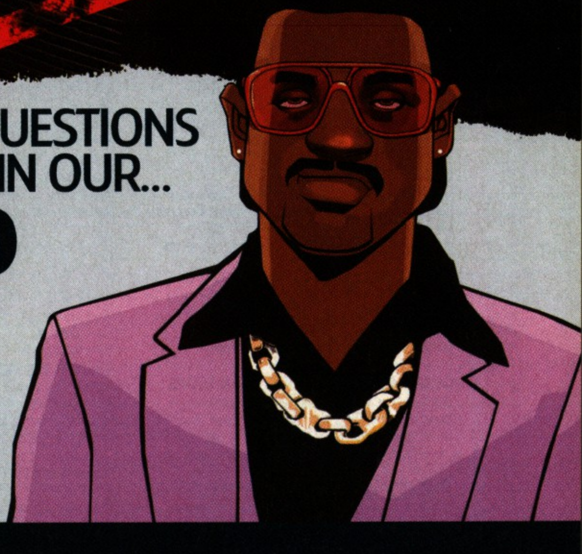
P 116 THE HELPING HAND
It talks English through its, er, fingernails. Any questions, any queries, any problems, The Hand is the answer.

P 120 FINGER TIP
We squeeze more out of *Need For Speed: Underground*. And you deserve to see what we've got. All of it.

P 128 HAVE YOU SEEN THIS IN...
... *Final Fantasy X-2*. Mayo has literally been playing this non-stop since he was born. Here you'll see the results.

ALL YOUR QUESTIONS ANSWERED IN OUR...

GRAND THEFT AUTO CLINIC



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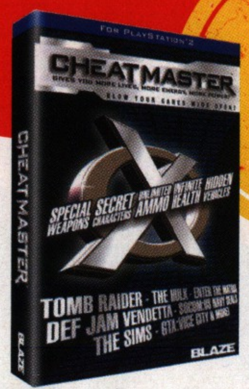
TURN TO PAGE 2 FOR MORE...

OVER 12,000 CODES FOR PS2

A TO Z



WIN!! A DVD REGION FREE DISC!

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p111.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY

0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD
Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM
MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

AGGRESSIVE INLINE

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY

K, H, U, F, U

ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS

B, A, K, A, B, A, K, A

PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

An extremely cool code that unlocks everything (yes, everything), plus all the extra characters and costumes that you can obtain by playing through and completing the game.

MASTER CODE

Select to play Story Mode then, on the level select screen, press ↑, ↓,

↑, ↓, L1, L2, R2, R1, SELECT + ×. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked. Let the fun commence!

GOD MODE
START, □, ○, △+×, □, ○, START

ALL LEVELS OPEN
START, □, ○, △ + □, □, ○, START

NO CLIPS
START, □, ○, □+○, □, ○, START

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS
Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

AMPLITUDE
All codes are inputted whilst a song is playing.

BLURRY VISION
R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS
×, ×, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG
To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER
Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
□, □, ○, ○, L1, R1
Catchup
○, □, ○, ○, □, START
Snowball power-ups
□, □, □, L1, ○, START
Grappling hook
○, ○, L2, ○, ○, L1, START
Rooster power-ups
R1, R2, L2, L1, □, START
Snowbomb power-ups
○, ○, R1, R2, START
Boost power-ups
○, R1, R1, ○, R2, START
Random power-ups
R1, R2, □, ○, R1, R2

ARMORED CORE 3

DROP PARTS
Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ○ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS
Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW
Insert a memory card with saved game files from Armored Core 2 or Armored Core 2: Another Age and use it to save your current progress in Armored Core 3. Resume your game and press START to pause. Now press L1, R2, ×, □ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS
There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
□, △, □, □, ×, ○
Drop Paratroopers
○, □, ○, □, △, △
Get 5000 Plastic
△, ○, □, ×, △, □
More From Dumptrucks
□, □, □, △, ○, ×
Get 2000 Plastic
△, □, ○, ×, △, ×
Super soldiers
□, □, ×, △, ×, □
Super enemies
△, △, ×, □, △, △
2000 Electricity
△, □, ○, ×, △, ×
5000 Plastic
△, ○, □, ×, △, □
Paratroopers
○, □, ○, □, △, △
Extra dump truck resources
□, □, □, △, ○, ×
Green army is blue
□, △, □, □, ×, ○
Tan army is green
△, △, ×, □, △, △
Kill your soldiers
□, △, ←, ←, △, □

ATV OFFROAD FURY 2
Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS
Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE
Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2
Start a new profile and enter the following codes at the 'Name Your Rider' screen. An on-screen message confirms correct code entry.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS
At the main menu, hold L1 and press ×, □, △, ○, ×, □, △, ○.

UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.
UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.
UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.
UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.
UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.
UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.
UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.
UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU
At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER
During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS
Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)

BATTLE ENGINE AQUILA
To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name. For example: B4K42!EVAH!

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE
Enter either CHEATING-MUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS
Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED
Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE
START, ×x3, ○x3, □x3, START

ALL BOXERS
START, ×, ○, □, □, R1, R1, □, ○, ×, START

SCRAP YARD SCENE
START, ○, R1, ○, R1, ×, ×, START

INVULNERA-BILITY FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ×, ×, ○, ○, R1, R1, □, □, START

DOUBLE SPEED
START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ×, ○, ×, ○, ×, ○, □x3, START

BLADE II

MAIN MENU CHEATS
The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ○, →, ↓, □

All weapons
(Hold L1 and press)
□, ○, ↓, ←, ○, ○, △

Daywalker difficulty
(Hold L1 and press)
←, ○, ↑, ↓, □, ○, ×

IN-GAME CHEATS
The following codes must be entered during an actual game. Simply pause the action to input them.

Unlimited health (Hold L1 and press
△, □, △, □, △, ○, △, ○

Unlimited rage (Hold L1 and press)
←, ↓, ←, ↓, →, ↑, →, ↑

Unlimited ammo (Hold L1 and press)
←, ○, →, □, ↑, △, ↓, ×

Escorted NPCs are invincible (Hold L1 and press) □, ○, △, ×, □, ○, △, ×

BLOODRAYNE
Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

SPEED KING

BURNOUT 2: POINT OF IMPACT
HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY
Win all gold medals in Grand Prix Championship Mode.

RUNAWAY
Win all gold medals in Crash Mode.

FACE OFF
Win all the Face Offs in the first championship.

1997 ECLIPSE CAR
Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP
Get all gold medals in the first championship.

2001 FOCUS SVT CAR
Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR
Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR
Complete Driving 101 with all gold medals.

OVAL RACER CAR
Win Face-Off 2 against the Oval Racer.

POLICE CAR
Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT
Successfully complete Pursuit 3.

FILM DEATHS
Tough one. But here's five farm-buying beauties we won't forget in a hurry...

1. PETER WELLER IN ROBOCOP
Has limbs systematically removed with a shotgun then gets his head blown apart. Still, Weller has the last laugh when he's turned into an emotion-free robot who the police end up wanting to kill and whose family have forgotten about.

2. SEAN CONNERY IN THE UNTOUCHABLES
A close call between this and the head removal he was handed in *Highlander*, but we'd say getting a lead mine emptied into him by an aggressive Italian is probably better. That's the Chicago way, Connery.

3. JOHN TRAVOLTA IN PULP FICTION
Porky old 'Volta ended up with his arse down the U-bend after being shot into the toilet. Should have stayed there instead of making *Battlefield Earth* and *Swordfish*.

4. DAVID WARNER IN THE OMEN
Decapitated by a sheet of glass after getting a bit too aggro with the Devil. Happened to us all, right?

5. JOHN HURT IN ALIEN
Gippo-guts. Gandhi's Revenge. The Pong and Grinding Road. We've all had it, just Hurt's had it worst than most. Mild cramps becomes man-birth and exploding stomachs, with death and intestines for dessert.

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT
Enter ONTHELEVEL at the Cheat Menu. A message appears to confirm correct code entry. Return to the Main Menu and highlight 'New.' Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL'

BLOODY ROAR 3
UNLOCK KOHRYU
Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS
Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES
Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE
Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY
Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING
Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED
Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE
Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS
Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE
Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE
Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX
It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

BRITNEY'S DANCE BEAT
See even more of the gyrating pop princess (if that's the sort of thing that floats your boat)!

Unlock That Music Video
Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT
EXTRA MODES
Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2
INFINITE GROOVE EDIT POINTS
Complete Survival Mode.

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL
You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

BOSS BATTLE MODE
Unlock Ultimate Rugal and Shin Akuma, then keep ○ + □ whilst selecting Arcade Mode.

EXTRA OPTIONS
Conquer Boss Battle Mode

GROOVE EDIT MODE
Defeat either Rugal or Akuma in Arcade Mode.

CHAOS LEGION
Finish the game on any difficulty setting to unlock the following:

Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3
VIEW FMV SEQUENCES
Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES
Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE
Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2
EXTREME MODE
Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER
EXTRA LIVES
During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS
There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI
On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc...

EXPERT MODE
At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE
Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

CRICKET 2002
We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu, Now press R2, ○, L2, R1 and a message will appear to confirm correct input. Now, during play you can use L1 to tank the ball for a six as if you were only swatting a fly!

D IS FOR...

DANCING STAGE MEGAMIX
UNLOCK ALL BONUSES
Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE
EASY CASH
There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little

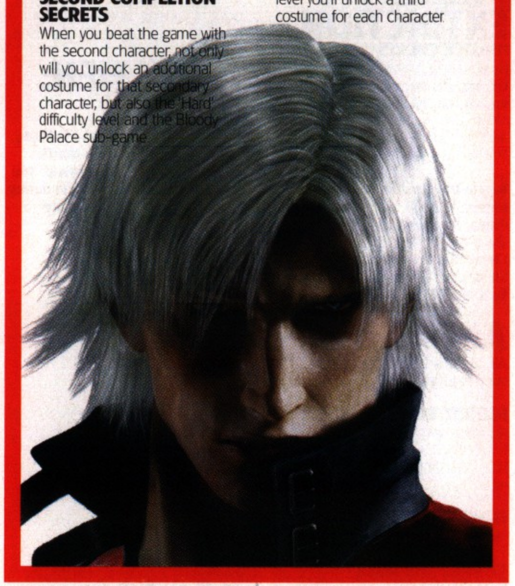
SATANTASTIC!

DEVIL MAY CRY 2
GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS
When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS
When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



IRAQI IRRITANT

CONFLICT: DESERT STORM
HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press □, □, ○, ○, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level', 'Enemy AI' and 'Mission List'.

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	⊗, ⊡, ◬, ◎, ⊡
Unlock Briggs (alternate costume #1)	⊗, ◬, ◎, ⊡, ◎
Unlock Briggs (alternate costume #2)	⊗, ◬, ⊡, ⊗, ◎
Unlock Carla	⊗, ⊡, ⊗, ⊗, ⊗
Unlock Chukklez	⊡, ⊡, ◬, ⊗, ◎
Unlock Cruz	◎, ◬, ⊗, ⊗, ◎
Unlock D-Mob	⊡, ◬, ◎, ⊗, ◎
Unlock D-Mob (alternate costume)	⊡, ⊡, ◬, ⊡, ⊡
Unlock Dan G	⊗, ◎, ⊗, ◎, ⊡
Unlock Deebo	◎, ◎, ⊗, ⊗, ◬
Unlock Deja	◎, ⊡, ◎, ◎, ⊗
Unlock DMX	◎, ⊗, ◎, ◬, ⊡
Unlock Drake	◬, ⊡, ◎, ⊗, ⊗
Unlock Drake (alternate costume)	⊗, ◬, ◬, ◎, ◎
Unlock Funkmaster Flex	◎, ◬, ◎, ◎, ⊡
Unlock Headache	◬, ◬, ◬, ⊡, ◎
Unlock House	◬, ⊗, ◬, ◎, ⊗
Unlock Iceberg	⊡, ◬, ◎, ⊡, ◎
Unlock Ludacris	◎, ◎, ◎, ⊡, ◬
Unlock Manny (alternate costume)	◎, ⊡, ◎, ⊡, ◎
Unlock Masa	⊗, ◎, ◬, ⊡, ⊡
Unlock Method Man	⊡, ◎, ⊗, ◬, ◎
Unlock Moses	◬, ◬, ⊡, ⊡, ⊗
Unlock NORE	◎, ⊡, ◬, ⊗, ◎
Unlock Nyne	⊡, ◎, ⊗, ⊗, ◬
Unlock Omar	◎, ◎, ⊡, ◬, ◬
Unlock Opal	◎, ◎, ⊡, ⊡, ◬
Unlock Peewee	⊗, ⊗, ⊡, ◬, ⊡
Unlock Peewee (alternate costume)	⊗, ◬, ◬, ⊡, ◎
Unlock Penny	⊗, ⊗, ⊗, ◬, ◎
Unlock Pockets	◬, ⊡, ◎, ⊡, ⊗
Unlock Proof (alternate costume)	⊗, ⊡, ◬, ⊡, ◎
Unlock Razor	◬, ⊡, ◬, ◎, ⊗
Unlock Razor (alternate costume)	⊡, ◎, ⊗, ◬, ◬
Unlock Redman	◎, ◎, ◬, ⊡, ⊗
Unlock Ruffneck	⊗, ⊡, ⊗, ◬, ◎
Unlock Ruffneck (alternate costume)	⊡, ◎, ◬, ⊗, ⊡
Unlock Scarface	◎, ⊡, ⊗, ◬, ⊡
Unlock Sketch	◬, ◬, ◎, ⊡, ⊗
Unlock Snowman	◬, ◬, ⊗, ⊗, ◎
Unlock Spider (alternate costume)	⊡, ◬, ⊗, ⊡, ◎
Unlock Steel	⊗, ◬, ◎, ◎, ◬
Unlock T'ai	◎, ◎, ⊡, ⊗, ◎
Unlock Zaheer	◬, ◬, ⊡, ⊗, ⊗

trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes to help you get revenge for you father that little bit faster:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, ◬, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ◎
Boomstick Mode (Unlimited Shotgun Ammo)
→, ◎, ◎, ◎, ⊡
Chow Yun Jack Mode (Always start with double guns)
◬, ◎, ↑, ↑, ↑
Time To Play (All disarms)
⊡, ⊡, ◎, ◎, →
One Shot Kills
◬, ◎, ◎, ◎, ←
Sharpshooter Mode
(All Headshot Kills)
⊡,⊡, ⊡, ↓, →
Bang Bang
◎, ◬, ⊡, ◎, →
Wussy Mode (Less accurate enemies)
⊡, ←, ◬, ↑, ↓
Precursor (Targetting off)
↑, ↑, ↓, ↓, ↑
Hard Boiled Mode
(More accurate enemies)
◬, ⊡, ←, ←, ◎
Super Cop Mode
(Harder difficulty)
⊡, ◬, ←, ↑, →
Woof!
(Shadow has unlimited stamina)
◎, ⊡, ◬, ◎, ↓
Gimme Some Sugar, Baby
(Unlimited adrenaline)
←, →, ←, ◎, ⊡
Bulletproof Mode
(Unlimited armour)
↑, ↑, ↑, ⊡, ↓
Up Close And Personal Mode
(Human shields have unlimited health)
⊡, ◬, ◎, ◬, ⊡
Your Skills Are Extra-Ordinary
(Melee attack damage increases)
◎, ◎, ↑, ↑, ⊡
Fight Club
(Enemies are disarmed)
→, ⊡, ←, ◎, ◬
Jack Off
(Invisible Jack)
◬, ←, ↑, ↑, ◬

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can!

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG
All morphs
EUREKA
Go anywhere
BEAMMEUP
View FMV sequences
HOTTICKET
Super ending
BUZZOFF

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ◎, ⊡, →, ←, ⊗, ◬, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available for the level being played)

13D2C77F
Secret Level: Sparks' Training Construct
69E5D9E4
Infinite Focus

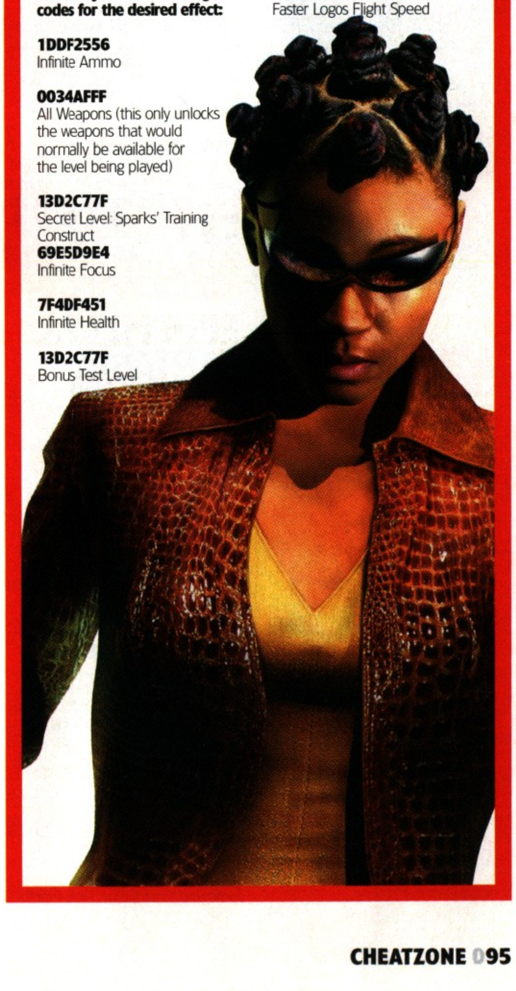
7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed



KICK IT

FIFA 2004

HOW TO MAKE YOUR TEAM PRETTY AND TOTALLY INVINCIBLE...

UNLOCK MOST THIRD KITS

Attain Level 5 in your EA Bio.

UNLOCK FRENCH LIGUE THIRD KITS

Attain Level 10 in your EA Bio.

UNLOCK ITALIAN SERIE A THIRD KITS

Attain Level 20 in your EA Bio.

UNLOCK SPANISH PRIMERA THIRD KITS

Attain Level 30 in your EA Bio.

UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS

Attain level 40 in your EA Bio.

BUILDING A DREAM TEAM

Select 'Options' from the Main Menu and then choose 'Player Swaps.' Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode.' Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making. Back of the net.

SHOULDER DROP

When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO

When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push ↑ or ↓ and you'll knock the ball him.

MARSEILLE ROULETTE

When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

CONSPIRACY THEORIES

Call 'em crazy, but they might just be true... But, let's face it, probably not.

1. BUSH, BLAIR AND OTHERS ARE LIZARDS

Tracksuit-wearing conspiracy nut David Icke believes the world is run by 12-foot bloodsucking lizards. What's so unbelievable about that? Apart from that whole lizards thing.

2. THE WORLD IS RUN BY ONLY FIVE MEN

There's five men sat in a room making world-changing decisions, like who will become US president and when wars will start. The room is in the back of a Travelodge on the A444 near Market Bosworth.

3. PYRAMIDS WERE BUILT BY ALIENS

The angles are so perfect, the size so immense and the weight so huge that the pyramids couldn't have been made by anyone other than aliens. Using, according to one website that's backing the claim, "advanced construction methods".

4. AMERICA KNEW ABOUT 9/11 ATTACKS

Bush and his cronies knew about 9/11 but prevented CIA and FBI officials from doing anything about it because they needed an excuse to invade Iraq and secure their oil reserves. Probably true, actually.

5. ELVIS ISN'T DEAD

True. He's inside Tim's CD player.

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ⊗, ↓, ◬, ↑, ◎, →, ⊡, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then press ◬, ↓, ◎, ←, ⊡, →, ⊗, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON

Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS

Press Pick x10 to clear all of the existing icons.

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ◎ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press ⊡ + ⊗ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press ◬ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of

THE GUV

THE GETAWAY

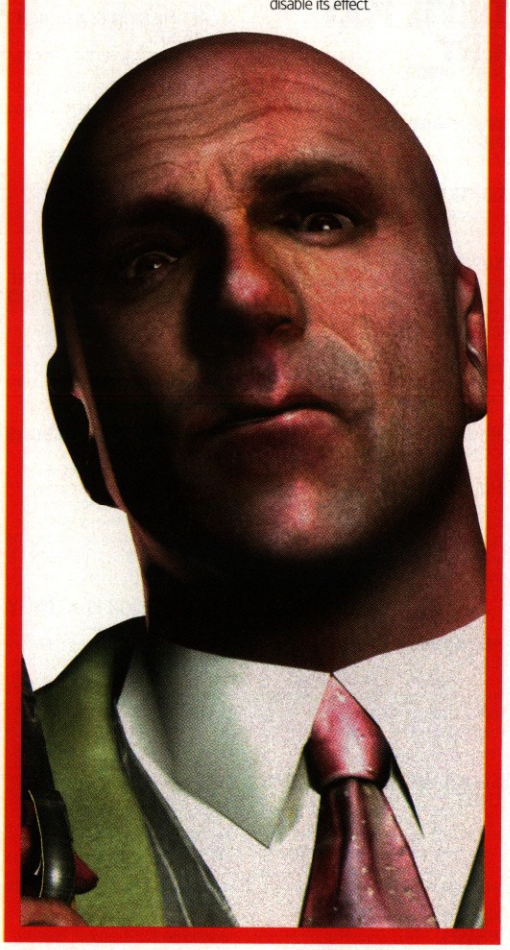
STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH

Press ↑, ↑, ←, ←, →, →, ◎, ◎, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON

Press ↑, ↓, ←, →, ⊡, ◬, ◎ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car. the tag is in the corner

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2,←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEDOM FIGHTERS

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN

△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN

△, ✕, □, ○, △, ↓

SHOTGUN

△, ✕, □, ○, ○, ↑

SNIPER RIFLE

△, ✕, □, ○, △, →

ROCKET LAUNCHER

△, ✕, □, ○, △, ←

UNLIMITED AMMO

△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA

△, ✕, □, ○, ✕, ↓

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:
SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan
Instant $1,000,000
sugardaddy
Complete Gallery
seeall
All songs
hearall
All FMV sequences
watchall

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA

All the codes below need to be entered during gameplay with L1 and L2 held down together.

LEVEL CODES

PLANET EXPRESS
↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

SEWERS
↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

SUBWAY
↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

OLD NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

UPTOWN
↓, □, △, ↓, □, △, □, △, ↑, ○, SELECT

NEW NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ✕, SELECT

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

SELECT AWARDS

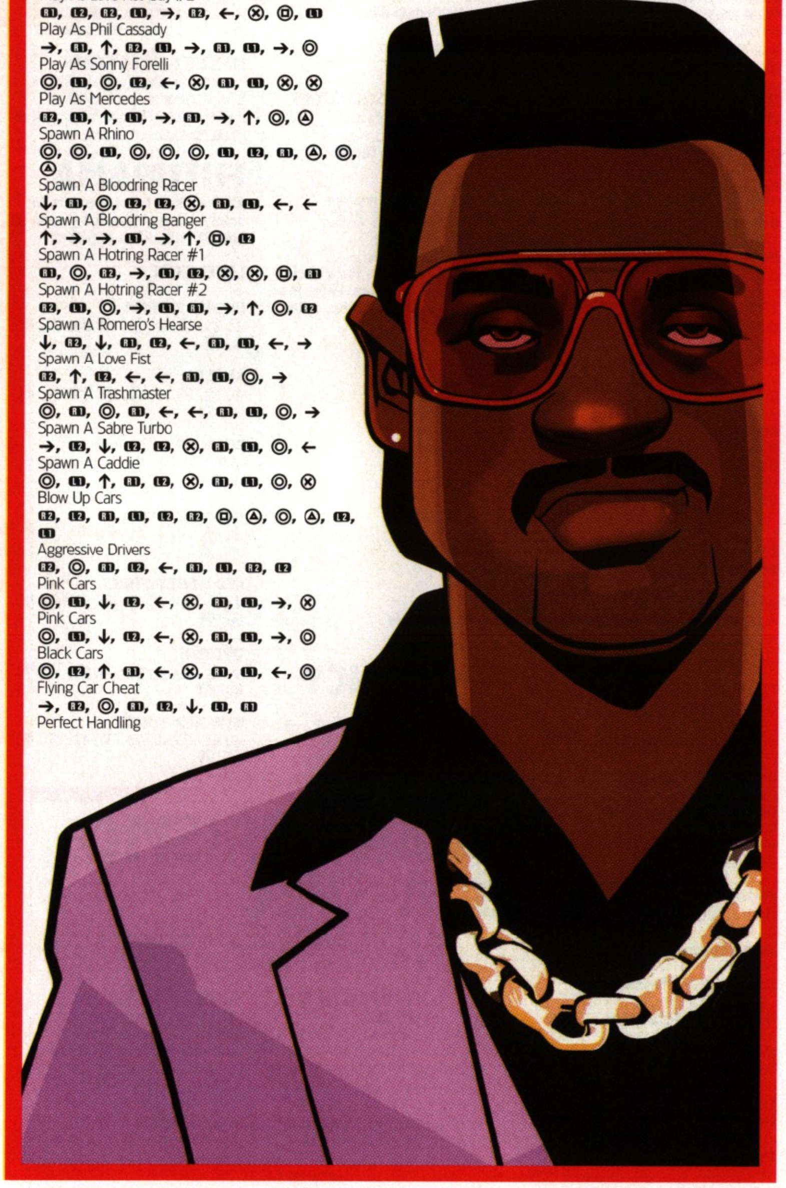
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME...

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
◎, L2, ←, ⊗, R1, L1, ⊗, L1
Play As Candy Suxxx
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1
Play As Hilary King
R1, ◎, R2, L1, →, R1, L1, ⊗, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, ⊡, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ◎
Play As Sonny Forelli
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △
Spawn A Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △
Spawn A Bloodring Racer
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, ⊡, L2
Spawn A Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, ⊡, R1
Spawn A Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ◎, →
Spawn A Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←
Spawn A Caddie
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗
Blow Up Cars
R2, L2, R1, L1, L2, R2, ⊡, △, ◎, △, L2, L1
Aggressive Drivers
R2, ◎, R1, L2, ←, R1, L1, R2, L2
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎
Black Cars
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎
Flying Car Cheat
→, R2, ◎, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ◎, R1, L2, ⊡, R1, R2
change wheel size
R1, ⊗, △, →, R2, ⊡, ↑, ↓, ⊡
Sunny Weather
R2, ⊗, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊡
Stormy Weather
R2, ⊗, L1, L1, L2, L2, L2, ◎
Foggy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗
Speed Up Time
◎, ◎, L1, ⊡, L1, ⊡, ⊡, ⊡, L1, △, ◎, △
Slow Down Time
△, ↑, →, ↓, ⊡, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ◎, L2, ←, ⊗, R1, L1, L1, ⊗
tommy groupies
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
display media level meter
R2, ◎, ↑, L1, →, R1, →, ↑, ⊡, △.



MINE
↓, ⊡, △, ↓, ⊡, △ ⊡, △, →,

MINE TUNNEL
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ↓, SELECT

JUNKYARD 1
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ←, SELECT

JUNKYARD 2
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, △, SELECT

JUNKYARD 3
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ◎, SELECT

MARKET SQUARE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↑, SELECT

LEFT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, →, SELECT

RIGHT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ←, SELECT

INNER TEMPLE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, →, SELECT

MOM'S HQ FRY
↓, ⊡, △, ↓, ⊡, △ ⊡, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP
After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊡, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP
After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. You will hear a sound to confirm correct entry of the cheat.

CUBE ATTACK (GRADIUS III)
Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)
Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)
Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)
Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)
Finish the game without the aid of any continues to unlock this mode.

THE GREAT ESCAPE

LEVEL SELECT
At the Main Menu input:
L2, ⊡, L2, ◎, R1, ◎, L1, L2, ◎, ⊡

This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES
At the Main Menu input: L1, ⊡, ◎, ◎, R1, ⊡, ⊡, ◎, L1, R1

UNLIMITED AMMO AND HEALTH
Pause the game with a Gun and a Health Kit in your inventory, then press: ◎, L2, R1, L1, ◎, ⊡, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE
Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE
Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS
Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC
Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL
Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9
Earn 13 medals.

UNLOCK TYPE-13
Earn 41 medals.

UNLOCK JAGDPANTHER
Earn 25 medals or six million points

H IS FOR...

HALF-LIFE

Invincibility
←, ⊡, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓,⊗, ←, ◎
Slow motion
→, ⊡, ↑, △, →, ⊡, ↑, △
Invisibility
←, ⊡, →, ⊡, ←, ⊡, →, ⊡
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day. A very handy addition indeed...

HAVEN: CALL OF THE KING

Haven knows how its taken us so long to uncover this gem!

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, ⊡ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER
Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

HUNTER: THE

WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

CHEAT CODES

By unlocking a trophy you are awarded a cheat code. The codes can be input at the Cheat Menu once the Nephrack Trophy has been acquired. Here are all the codes.

Enable Cheats
◎, △, ⊗, L1, L1, ←, ←
Max Health
△, △, ◎, ◎, ⊡, L1, ⊡, R1
Max Ammo
→, →, →, →, ↑, ↓, ↑, ↓
Monster Spawn
⊡, ⊡, ◎, ◎, △, L1, L1, ↓
Improve Edges
L1, L1, ◎, ◎, ↓, ↓, ↑, ↓
Increase Melee Damage
↓, ↓, R1, R1, ↑, ⊗, ↑, ◎
Harder Monsters
⊡, ⊡, △, ⊡, L2, L2, ↑, ↓
All Weapons
⊡, ⊗, ◎, ⊗, ↑, ↓, ↑, ↓
Infinite Health
→, →, →, ⊗, ↑, △, ↑, ⊡
Unlimited Ammo
⊗, △, ◎, ⊡, △, ↑, ↓, ↓
No Conviction for Edges
L2, ↑, ⊗, ↑, ⊡, ⊡, ↓, ↓

UNLOCKING MODELS

By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

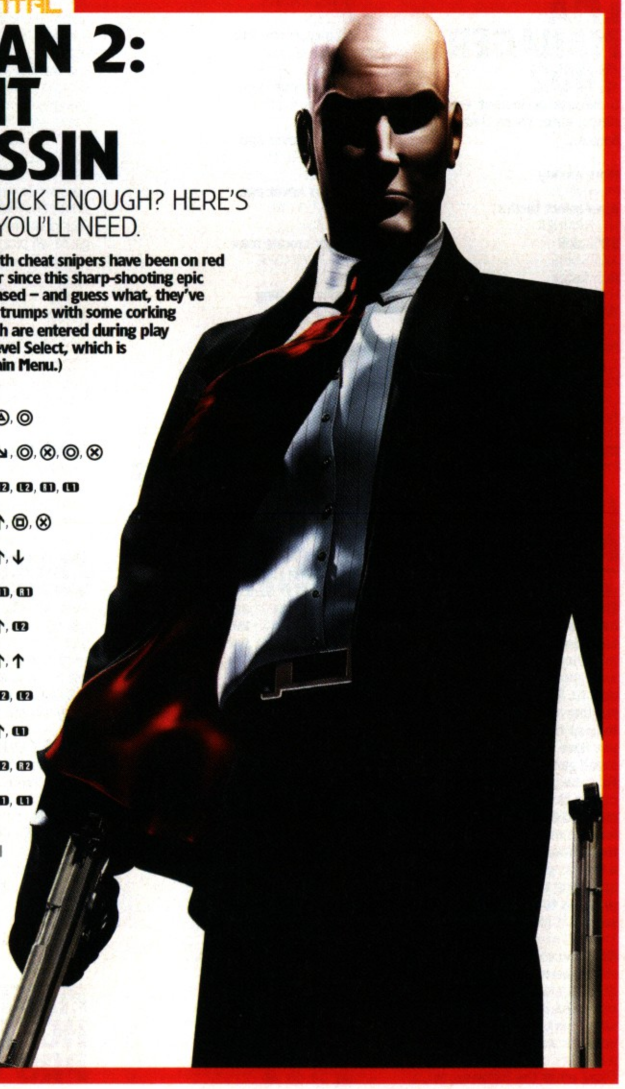
Model	How to unlock
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.

Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)



Level select
R2, L2, ↑, ↓, ⊡, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, ⊡, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY
Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE
When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS
On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

J IS FOR...

JAK & DAXTER II

JAK'S GOATEE
Collect 5 orbs.

MIRROR WORLD
Collect 15 orbs.

BIG HEAD MODE
Collect 30 orbs.

SMALL HEAD MODE
Collect 45 orbs.

SCRAP BOOK
Collect 55 orbs.

SCENE PLAYER
Act 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER
Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER
Act 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.
UNLIMITED
Dark Jak
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

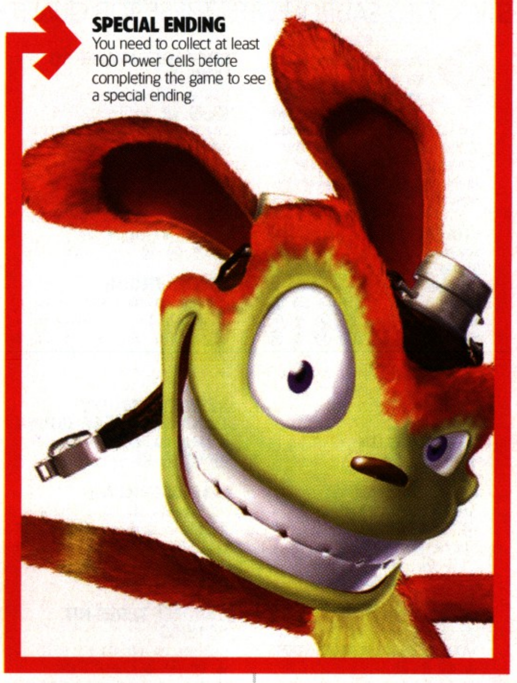
ALTERNATE
scrap book
Collect 200 orbs.

SHAKE AND DAX

JAK & DAXTER

THE EASY WAY TO SEEK OUT THAT VERY SPECIAL ALTERNATIVE ENDING...

SPECIAL ENDING
You need to collect at least 100 Power Cells before completing the game to see a special ending.



K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES
Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK
Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack.

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT
Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS
Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT
During Versus Mode, repeatedly press ⊗ + ◎ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST
Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE
Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE
Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER
Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

SELECT OPPONENT
When you defeat Sephiroth, a new option ('Select Opponent') in the Hades Cup will open. This lets you select an opponent to fight with a lot of experience points.

EXPERT MODE
At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH
Press L1, R1, L2, R2, ⊡, ◎, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK
During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS
At the Main Menu press ←, △, →, △, ↓, ◎, ⊗. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, ⊡, △, ⊗
Frodo	△, ⊗, ↓, ⊗
Gandalf	◎, △, ↑, ↓
Gimli	◎, ◎, △, ⊗
Legolas	⊗, △, ↑, ⊗
Sam	△, ⊗, ↓, ⊗

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
⊡, ⊡, ◎, ◎
PERFECT MODE
◎, ↓, △, ⊗
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, ⊡
INFINITE MISSILES
⊡, ⊡, ↓, ◎
INVULNERABLE
⊡, ◎, ⊡, ↑
TARGETING INDICATOR MODE
↓, ◎, ↑, ⊡

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8
Hold down L1, L2, R1, R2 and then press ↑, ⊡, △, ↑.

ARAGORN THREE-HIT COMBOS
Hold down L1, L2, R1, R2 and press ⊡, ↓, ◎, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS
Hold down L1, L2, R1, R2 and press ↑, ⊡, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES
Hold down L1, L2, R1, R2 and press ↓, ◎, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, ⊡, ⊡, △.

FARAMIR GAINS 1K EXP POINTS
To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press ⊡, △, ↑, ⊡.

UPGRADE FARAMIR TO LEVEL 8
Hold L1, L2, R1, R2 and press ◎, ◎, ◎, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY
Hold L1, L2, R1, R2 and press △, ↑, ⊗, ⊗. Just the job.

LEVEL 8 FRODO
Hold L1, L2, R1, R2 and press ◎, ◎, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY
Hold L1, L2, R1, R2 and press △, △, △, ◎. A-blade-zing.

LEVEL 8 GANDALF
Hold L1, L2, R1, R2 and press ◎, ⊡, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS
Hold L1, L2, R1, R2 and press ↓, ⊗, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press ↑, ↓, △, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY
Hold down L1, L2, R1, R2 and then press △, ↓, ⊗, ⊡.

LEVEL 8 GIMLI
Hold L1, L2, R1, R2 and press ⊗, ◎, ↓, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY
Hold down L1, L2, R1, R2 and then press ◎, ◎, ◎, ⊗.

LEVEL 8 LEGOLAS
Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press △, ◎, ⊗, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press ↓, ↓, ⊡, ⊗.

LEVEL 8 MERRY
Hold L1, L2, R1, R2 and press ↓, △, ⊗, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ⊡, ◎, ◎, △.

PIPPIN GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press △, ⊗, ⊡, ⊗.

LEVEL 8 PIPPIN
Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ◎. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ↑, ◎, ↓, ⊡.

LEVEL 8 SAM
Hold L1, L2, R1, R2 and press ◎, ◎, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ⊗, ⊗, ◎, ⊗.

UNLOCK FARAMIR
Begin a game as any character, pause, hold L1, L2, R1, R2 and press ⊗, ⊗, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ◎, ◎, ◎. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ⊗, ↓, ↓, ⊗. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN
Hold L1, L2, R1, R2 and press △, ◎, ⊡, ↓. Pippin will now be unlocked at the character select screen.

LEGACY OF KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

INVINCIBILITY
↑, ↓, →, ↓, R1, R2, ↓, △, L1

MAX STATS
←, →, ←, →, R1, L1, ◎, △, ↓

ALL POWER-UPS
←, ←, ↑, ↑, L1, R2, ◎, ↓, △

ALL COMBOS
→, ↓, ↑, ↓, ↓, R1, △, ◎, ↓

INFINITE REAVER CHARGE
↓, ↓, ↑, ←, R1, R2, ↓, △, ◎

UNLOCK DARK CHRONICLES
R1, ↓, R2, L1, →, R2 △, ↓, L1

UNLOCK BONUSES
R2, ↓, L2, R1, ←, L2, ↓, L1, △

CARTOON KAIN
↑, ↓, ↑, ↓, R1, R2, ↓, ◎, △

WIREFRAME MODE
L1, ↓, L1, ↑, R1, L2, L1, ↓, △

REMOVE TEXTURES
L1, ↓, R2, →, R2, ↑ △, L1, ↓

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, ⊡.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ⊗, ↑
Restore ammo
⊗, ↓, △, ↑
Add 1000 exp
⊗, ↓, ↓, ↓
Level 2 skills
◎, →, ◎, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
⊡, ←, ⊡, ←
Level 5 Skills
⊗, ⊗, ↓, ↓
Invincibility*
△, ⊡, ⊗, ◎
Unlimited missile weapons*
⊡, ◎, ⊗, △
Devastating attacks*
⊡, ⊡, ◎, ◎
All combo upgrades*
△, ◎, △, ◎
Small enemies*
△, △, ⊗, ⊗
Slow motion*
△, ◎, ⊗, ⊡

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD
If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK
You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS
To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ⊡, ◎, ⊗, ⊡, ◎, ⊡, ⊗, ◎, ⊗, ⊡, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES
Enter the following at the 'Press Start' screen:...

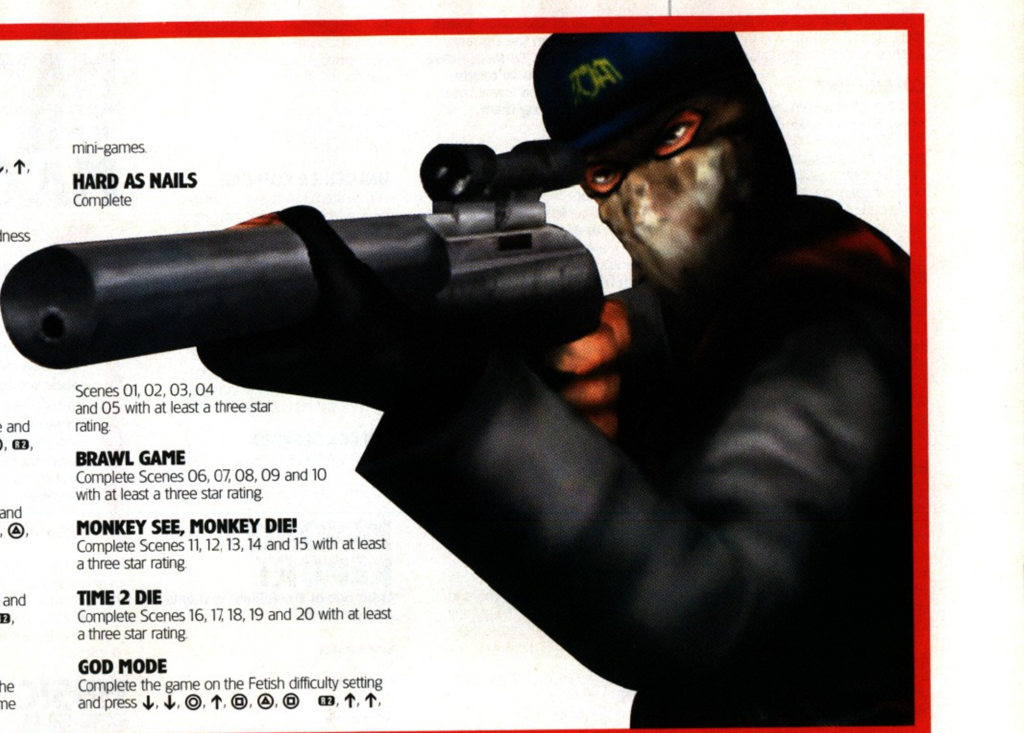
Full health power
⊗, ⊗, ⊗, ⊗, ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ⊡, ⊡, ⊗
Stronger opponents
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

HUNT THEM DOWN

MANHUNT

DEAL OUT HORRIFIC DEATH WITH THESE CHEATS...



UNLOCKABLE CODES

NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Not easy. Codes can be checked at the Bonus Features screen and once unlocked they can be entered at the Main Menu screen.

RUNNER

Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE

Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE

Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ◎, R2, L2, ↓, ◎, ← at the Main Menu.

HELIUM HUNTERS

Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, △, ◎, ⊡, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED

Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH

Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, △, △, △, ◎, ◎, ◎, R1.

RABBIT SKIN

Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, △, R1, R1, ⊡, L1 at the Main Menu.

MONKEY SKIN

Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press ⊡, ⊡, R2, ↓, △, ⊡, ◎, ↓ at the Main Menu.

INVISIBILITY

Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press ⊡, ⊡, ⊡, ↓, ⊡, △, ◎, ↑ at the Main Menu.

PIGGSY SKIN

Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES

Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS

Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME

Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!

Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE

Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE

Complete the game on the Fetish difficulty setting and press ↓, ↓, ◎, ↑, ⊡, △, ⊡ R2, ↑, ↑,

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Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

`Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, △, ←, →, ←, ◎
Unlock Day Smith
△, ↑, ↓, ↑, ↓, ⊡
Unlock Vanessa
△, ↓, ←, ←, ↓, ⊡
Unlock Big Foot
△, →, ↑, →, ↑, ⊡
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ⊡, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MAX PAYNE

Make Max's world a brighter place with these cheats...

INFINITE HEALTH

Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS

Pause the game during play. Now press L1, L2, R1, R2, △, ◎, ⊗, ⊡. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT

Press SELECT during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ◎.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, ⊡, △, ⊡, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press ⊡, ⊡, △, ⊡. Kurt will now appear in the game in only his pants!

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons
↑, ↓, ⊗, ⊡, R1, △, △, ←, ◎, L1, L1, →
Level select
R2, △, ←, ◎, ⊡, L2, ←, ↑, ⊗, ↓, L2, ⊡
Full bolt
←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, ⊡, ⊡
Full spread
L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, ⊡, L1, ←, ←, L1, ←, ◎, ←
Full beam
←, ◎, △, →, L1, ⊡, ←, R1, R1, △
Full area effect
←, ⊗, △, ↑, ⊗, ↓, ⊡, L2, ←, R2
No power-up drops
↓, ↑, ⊗, ⊡, ↓, ↑, ⊗, ⊡, L1, L2, ⊡, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, ⊡, →, △, R2, L1
Training missions
⊡, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ⊡, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ⊡, ↑, R1
Alien data
⊡, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎, R2, L2, ◎, △, ↓, ⊡, ⊗, →, L1, ⊗, ↑

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going

---

100% GUNISHMENT

MEDAL OF HONOR: RISING SUN

DEFEAT THE YELLOW PERIL WITH THESE CHEATS...

ACHILLES HEAD MODE	MANDARIN
ALWAYS SNIPER MODE	PUFFER
BULLET SHIELD MODE	TANG
PERFECTIONIST MODE	HOGFISH
RUBBER GRENADES MODE	DAMSEL
BIG ARM MODE	SPINEFOOT
HAT MODE	SEAHORSE
SILVER BULLET MODE	TILEFISH
UNLIMITED AMMO	GOBY
UNLOCK ALL MISSIONS	BUTTERFLY
ALL REPLAY ITEMS	GARIBALDI

through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head.

COLOUR TINT
Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE
Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left for the star.

EARN THE TEAM
Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802-1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

MIDNIGHT CLUB 2

To enter any of the codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY
Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE
howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR
Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR
Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR
Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X
Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE
Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION
Complete Sons Of Liberty on any difficulty

NINJA RAIDEN
Complete 50% of the VR missions as Raiden

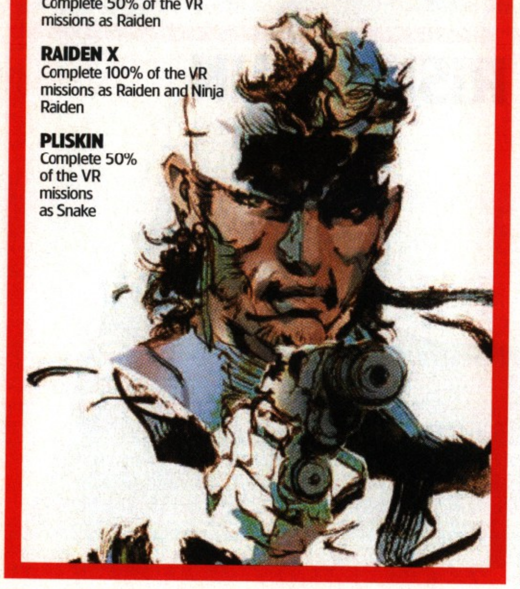
RAIDEN X
Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN
Complete 50% of the VR missions as Snake

TUXEDO SNAKE
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE
Complete 100% of the VR missions as Snake, Pliskin, Tuxedo Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE
Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



PAYNE-FUL

MAX PAYNE 2: THE FALL OF MAX PAYNE

BULLET TIME KILLING MADE EASY.

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO
On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ⊡, ⊡, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO
At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO
At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2

HIDDEN GAME
If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. Yes, it is as odd as it sounds! You can push ⊡ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute!

MUSIC 3000

EXTRA SKIN 1
SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →
EXTRA SKIN 2
SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3
SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4
SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG
SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
⊡, ⊡, ⊡, ⊗, ◎, ◎, ↑
No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE
Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS
Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT
Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT
Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM
To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM
To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM
To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM
Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM
Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

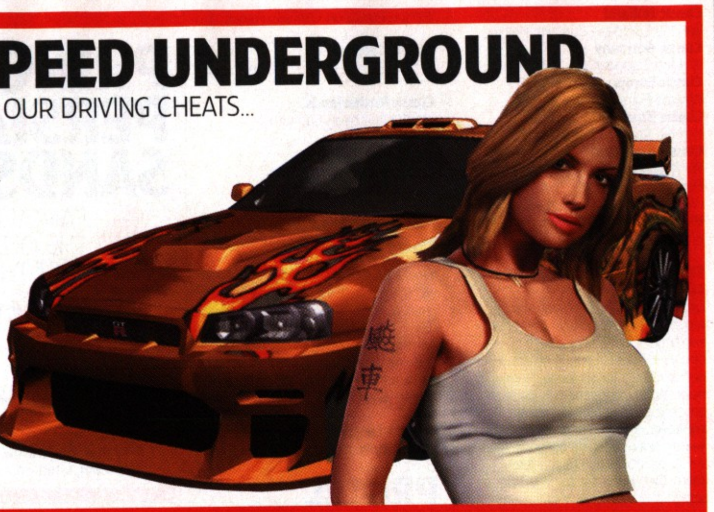
Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
⊡, →, ⊡, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider

NITRO-PACKED

NEED FOR SPEED UNDERGROUND

GET GO FASTER STRIPES WITH OUR DRIVING CHEATS...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, □ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

R2, □, R2, □, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, □, L1, □, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, □, ←, □, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, □, R2, □
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, □, ←, □
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
□, L1, □, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE
Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ✕ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONIMUSHA 2

UNLOCK EASY MODE
Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE
Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS
On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE
If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

ONI

MASTER CODE
At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, □, ○, □. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
○, ○, ○, R3
One-hit kills
L3, R3, ○, □
Tiny characters
L3, R3, □, ○
Big characters
R3, □, ○, L3
Big heads
START, □, ○, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT
Enable the Master code and then press L2, L2, L2, L2. A sound will confirm that the code has been entered correctly. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS
Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE
If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES
Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING
Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS

Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP
Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS
Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

TOP 5

CELEBRITY DIVORCES

With vegetarian celeb specialist, Matt Cundy...

1. TOMMY LEE & PAMELA ANDERSON

One porn video too many saw Pam give Tommy Tank the brush off. **Matt's advice:** "Forgive and forget with some soya beans, guys."

2. LIZA MINELLI & DAVID GUEST

Scary-faced loon Minelli allegedly beat up Guest and left him nursing bruises in Hawaii. **Matt's advice:** "Qorn will help straighten things out. And plastic surgery. Lots of it."

3. BRITNEY SPEARS & OLD SCHOOL FRIEND

A night out with a mate in Vegas turns into marriage. **Matt's advice:** "Less alcohol, more wheat grass."

4. ANGELINA JOLIE & BILLY BOB THORNTON

BBT thought he'd hit the big time when he got A-Jo down the aisle. Weirdness followed, including Jolie – in all seriousness – calling Bill the sexiest man on the planet. **Matt's advice:** "I suggest a long course of carrots. They should help Angelina see more clearly on that first date."

5. BENNIFER

Sure, they didn't *actually* divorce because they didn't actually get married but we'll ignore that slight technicality. Apparently Lopez didn't see it coming, even though Affleck always had a face like his movie career. **Matt's advice:** "Lentil soup."

another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way as you make your own great escape:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.

Unknown code #1
Dt
Unknown code #2
TogsavecanO

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ⊗ and press ← or → to change it. Press ⊡ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	**Mode**	**Setting**
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ⊗, ◎, ⊡, △, ⊗, ◎, ⊡ and △.

If it's been entered correctly, you'll hear a sound and automatically win the match.

PRINCELY

PRINCE OF PERSIA: THE SANDS OF TIME

FANCY TAKING A TRIP BACK TO THE OLD SCHOOL? HERE WE HAVE JUST THE TICKET.

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME

Complete the game once.

SECRET LEVEL

Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press ⊗, ⊡, △, ◎, △, ⊗, ⊡, ◎. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed, so it cannot be, er, completed.

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

BIG HEAD MODE FOR NPCS

Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →, ↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND

MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION

To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II

The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
⊡, ◎, △, ◎, ⊡, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ⊡, ◎, ⊡, ◎
Level select
◎, ⊡, ⊗, △, ⊡, ◎, ⊗, ⊗
Super health
⊗, ⊗, ⊡, △, ⊡, △, ◎
Unlimited ammo
⊡, △, ⊗, ◎, ⊡, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ⊡, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ⊡, ◎, ⊡, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ⊡, △, ◎, ⊗, ⊡
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ⊡, ◎, ⊗, ⊗
Director's cut
⊡, ⊗, ◎, △, ◎, ⊗, ⊡, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡

REIGN OF FIRE

LEVEL SELECT

At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ⊡, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS

Enter any of the following codes during play...

LEVEL SKIP

⊡, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY

⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE

⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING

⊡, △, ←, ↓, ⊡, ◎

GOAT MODE

△, →, ←, ←, ◎, △, ⊡, →, ↑

RESIDENT EVIL CODE: VERONICA X

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: DEAD AIM

UNLOCK FONGLING

Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V

HUD DISPLEY

Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

SILENT BUT VIOLENT

SILENT HILL 3

BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press L1, R1, L2 and R2 together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

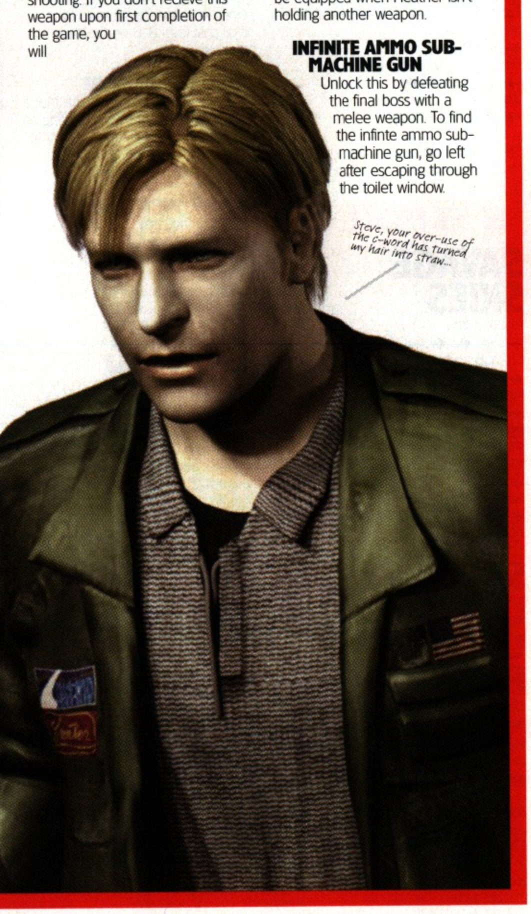
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. lit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.



Steve, your over-use of the c-word has turned my hair into straw...

BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

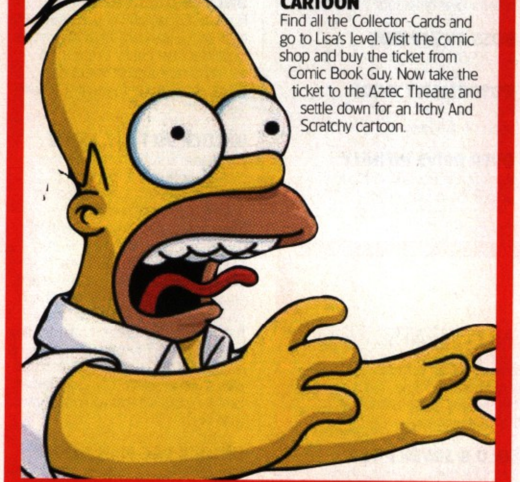
DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△⊗△⊗	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△○□	On-screen speedo
○○△□	Change Rocket Car appearance

ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.



Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start of the game.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ⊗
All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences.

All power-ups
○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
All FMV sequences
□, □, □, ○, ○, ○, □, ○, □
View credits
□, ○, ○, □, ○, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ○. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ⊗, →, ←, →, ←, ○, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ⊗, ⊗, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

THE SIMS

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select

BUST-A-MOVE

THE SIMS: BUSTIN' OUT

NEVER STRUGGLED WITH FAMILY LIFE AGAIN. CHEATS. HERE.

CHEAT GNOME

Quickly press R2, L1, R1, L2, ←, ○ during game play. If you have entered the code correctly and quickly enough (you have to be quick) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend. Once the Cheat Gnome is activated, your Sim will receive a phone call everday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

EASY MONEY

Ensure the Cheat Gnome is activated, pause the game and quickly press L1, R2, →, □, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this option to be awarded 10,000 Simoleons.

FILL MOTIVES

Ensure the Cheat Gnome is activated, pause the game and quickly press L2, R1, ←, ○, ↑. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this option to automatically fill your motives. All motives are filled except the 'Room' motive.

UNLOCK ALL OBJECTS

Ensure the Cheat Gnome is activated. Quickly press L2, R2, ↑, △, L3 during game play. A Sim will say 'Oooo' to confirm correct code entry.

UNLOCK ALL VISIT LOCATIONS

Ensure the Cheat Gnome is activated. Quickly press R2, R3, L3, L2, R1, L1 during game play. A Sim will say 'Oooo' to confirm correct code entry.

'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE
Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE
Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE
Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM
ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES
ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS
ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT
ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY
ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON
ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING
If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV
By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1 Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

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God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EASIER FIGHTING
Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

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GOLD & SILVER PIPES
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM
Kill at least 333 enemies to unlock this weapon. It will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN
Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could Simpsons Skateboarding have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	⊗, △, ○, □
Level select	△, ⊗, □, ○
Get $99.00	△, ⊗, ○, □
All skaters	○, △, ⊗, □
Fuzzy skaters	⊗, △, □, ○
Big head Homer	○, ⊗, △, □
Underwear Homer	△, ○, ⊗, □
Big head Bart	⊗, □, ○, △
Gangsta Bart	○, ⊗, □, △
Demon Marge	⊗, □, △, ○
Big head Lisa	□, △, ⊗, ○
Gangsta Lisa	□, △, ○, ⊗
Big head Nelson	△, □, ○, ⊗
Ballerina Nelson	△, □, ⊗, ○
Sunglasses Otto	□, ⊗, ○, △
Big head Frink	□, ⊗, △, ○
Groovy Frink	⊗, ○, △, □
Business suit Krusty	○, △, □, ⊗
Big head Wiggum	⊗, ○, □, △
Man eater Wiggum	△, ○, □, ⊗

SMASH COURT TENNIS PRO TOURNAMENT

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO
Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE
Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY
Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION
Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS
Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES
Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING
Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET
Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY
Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ○, △, □. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

BAD SMELLS

Those repulsive odours you can smell a mile off...

1. DOG TURD

Sure, human waste doesn't smell like it's just stepped out of Elizabeth Ardley, but canine mess is like bile from the Devil's own gut-bubble. Found on your lawn, or in the exact place you were about to tread, it's stealthy like 007 and relentless like The Terminator, never giving up and never stopping until it's spread evenly over the sole of your Nike's.

2. THE GUT TRUCK

You know the one: full of old bits of week-old animal being shipped off to the Pritt Stick factory. At its most effective during summer, where defunct carcasses go moudly and maggoty then pass you as you're having a beef sarnie in the park.

3. RECYCLING VANS

Along the same lines as The Gut Truck, except full of skiddy nappies and food sandal-wearing veggies reckon is right on. Two seconds spent with your head in the sloppy skin of a decaying banana should be enough to send you straight down the meat section at Asda.

4. NIGHTCLUB BOGS

Notable for two things: puke all over the floor and urine sloshing up over your shoes into your socks.

5. GRIMSBY

The intoxicating stench of dead fish should be enough to persuade you that the UK's 'food capital' is good for one thing: as a testing ground for George Bush's star wars system.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE
Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS
The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME
Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE
Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE
Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE
Successfully complete the game under the 'Hero' or greater difficulty setting.

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE
Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER
Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES
Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

MEAN STREETS

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:

Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES

Press ⊗, ◎, ⊡, ◬ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS

Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, ◬ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS

When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

SELECT CAR COLOUR

When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

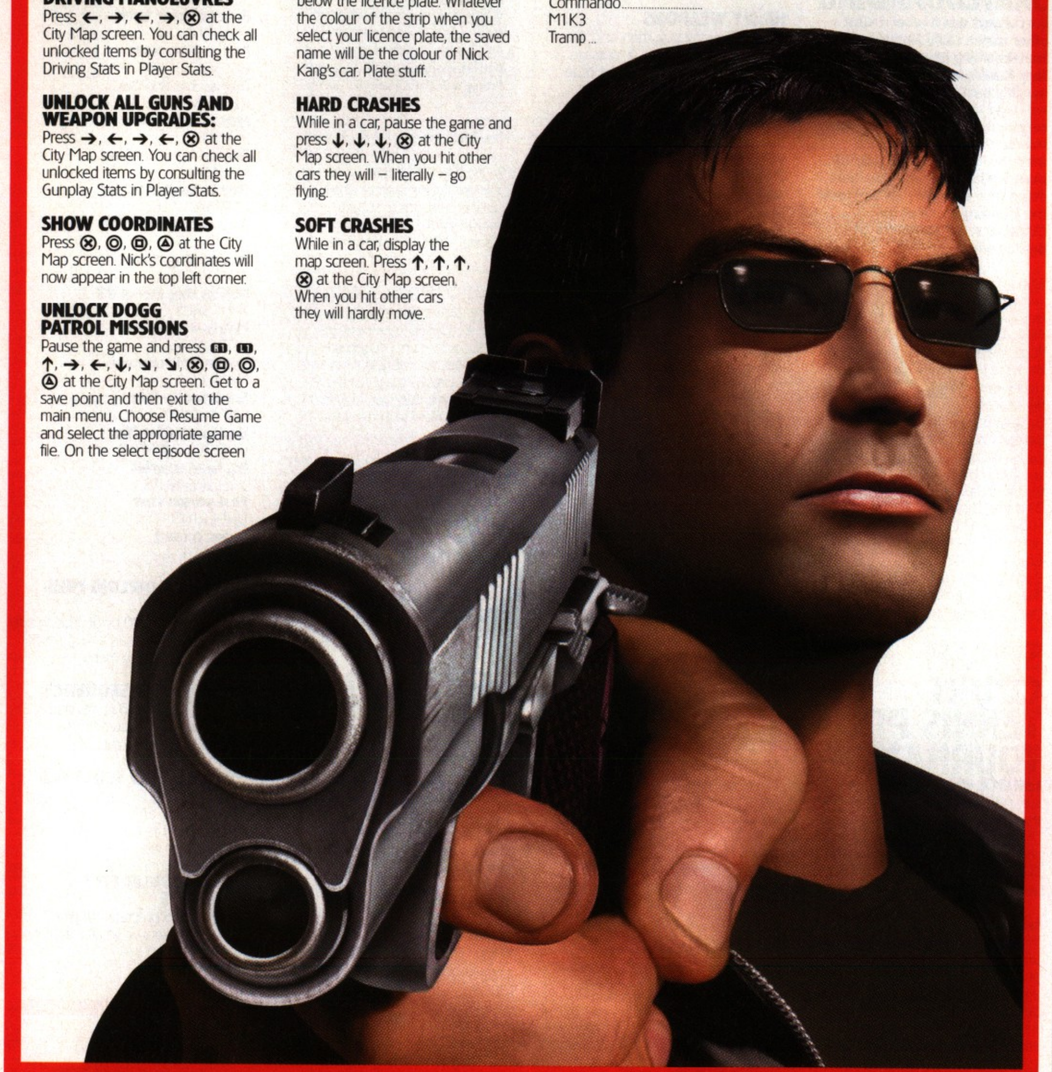
SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS

Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp ...	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.

......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE

On the Character Select Screen, press ⊡ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ◎, ◬, ⊡. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, ⊗, ⊡, ◬, ◎
Running Man mode
⊡, ◬, ◎, ⊗, ⊡, ◬, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, ◬, ◬, ◬, ◬

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE

Hold L1 + R1 and press ⊗, ◬, →, ◎, ⊡, ↓, ◬, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold L1 + R1 and press ◬, ◬, →, ◬, ◬, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, ◬, ◬, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS

Hold L1 + R1 and press ⊡, ⊡, →, ◬, ◬, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR

In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH
To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, ⊡, ⊡, ⊡

TOGGLE SPECIAL ABILITIES
Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press ⊡, ⊡, R1, R2

INCREASE SCORE
Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME
Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS
L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS
L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS
L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS
R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE
L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL
↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS
Hold R1 + L1 and press ↑, ⊡, ⊡, ←, ⊡, ⊡, ↓, ⊡, ⊡, →, ⊡, ⊡
Where? Item select screen

INCREASE ITEMS
Hold R2 + L2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY
L1 + L2 + R1 + R2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →, ⊡, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE
Hold L1 + R2 and press ↓, ⊡, ↑, ⊡, →, ⊡, ←, ⊡ at the opening screen with the *Tenchu* logo. Select 'Options', then 'Audio', then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS
Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.

Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy: Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER

MASTER CODE
Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES
Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS
Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE
On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES
Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES
Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE
Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE
Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE
Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ◎
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ◎
Pepper Spray
←, →, ↓, L1, ⊡
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ◎
Grenade Launcher
←, →, ↓, R1, ⊡
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ◎
Grenade
←, →, ↓, R2, ⊡
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN

ALL DRIVING GAMES, CARS AND TOYS
Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS
Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS
Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS
Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER

HIDDEN FMV
Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING
After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, ⊡, △, △, L2
Stingy the Rat
R1, R1, L1, ⊡, ⊡, ⊡
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, ⊡
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
⊡, △, ⊡, △, R1
Jail Level
R1, R1, ⊡, △, R1
Gladiator Level
△, ⊡, L1, L1, L1

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND
While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE
While pushing forward on the left analog stick, press and hold R2 and press ◎. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER
Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER
Press ⊡ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT
While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS
Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.

T IS FOR...

TEKKEN 4

UNLOCK EDDY GORDO
Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press Ⓐ.

UNLOCK MIHARU HIRANO
Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ◎.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME
Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press Ⓐ.

FIGHT AS PANDA
Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ◎.

FIGHT AS VIOLET LEE
Highlight Lee at the character selection screen and press ◎.

UNLOCKING ALL CHARACTERS
Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME	CODE
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE
Successfully complete Tekken Force Mode with any character.

UNLOCK THEATER MODE
Successfully complete the Story Mode with any character.

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

p and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES
Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS
When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS
When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS
Complete Story Mode twice.

UNLIMITED AMMO
Complete Story Mode three times.

WIDE-EFFECT AMMO
To get this improved ammunition complete Story Mode four times.

MIRROR MODE
Complete Story Mode without using any continues at all.

UNLIMITED CREDITS
To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS
Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS
Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE.
Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE
Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS:
Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS
When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

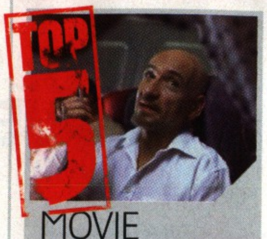
A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE
Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED
Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT
Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV
Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.



MOVIE GANGSTERS

This month's reader list from Bryan Lee in Devon ties in quite nicely with our huge *Mafia* guide.
• Bryan wins an Xploder courtesy of Blaze.

1. DON LOGAN
From: *Sexy Beast*. Top choice, this. Ben Kingsley plays deranged crim Don Logan. Best lines: "No. No no no no no no no no no! No! No no no no no no no no no no no no! No!" and "Yes, yes, yes, yes. Yes!"

2. DON CORLEONE
From: *The Godfather*. Back then, Marlon Brando was running around with cotton wool in his cheeks giving it big-stlye to rival families. Now he's running around getting fatter than Lisa Riley on a three month sabbatical at Mr Kipling's.

3. TONY MONTANA
From: *Scarface*. Al Pacino swears his way from Cuba to Miami and then tries to give Michelle Pfeiffer a taste of Havana nights. Fails. Dies.

4. TOMMY DEVITO
From: *Goodfellas*. Joe Pesci sprays the f-word around like it's the only word he knows. Which it is. Includes the frankly surreal line: "Oklahoma kid. That's me. I'm the Oklahoma kid. You f****in' varmint. Dance. Dance. Yahoo, you mother****er!"

5. JACK CARTER
From: *Get Carter*. Michael Caine plays a 'good' gangster who kills people mercilessly with a big 12-gauge shotgun. But he's 'good'.

MINI HAWKS
On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES
Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, Ⓐ
One-hit kills
⊗, ⊗, ↑

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE
Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS
Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY
Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES
Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS
Get all 129 goals.

KID MODE
Get all 129 goals.

ROLLERSKATES
Get all 129 goals.

FLAME
Get all 129 goals.

ALWAYS SPECIAL
Get all 129 goals.

PERFECT SKITCH
Get all 129 goals.

HOTTER THAN HELL LEVEL
Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS
Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN
Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.
Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS
Clear all gaps in the game.

CREATE-A-DECK MODE
Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:
Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE
Collect three secret tapes.

BAILS 2 FMV SEQUENCE
Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE
Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE
Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING SEQUENCE
Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

Quiksilver

God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ⊡, ◎

U IS FOR...

UFC THROWDOWN

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE

Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE

Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE

Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER

Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES

Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ◎

Invincibility
⊡, ◎, ←, →, ◎, ⊡

Full ammo
←, →, ◎, ◎, ◎, →, ←

All characters
←, ←, ◎, ◎, →, ←, ⊗

LEVEL SELECT

Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR

At the main menu, press ◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR

At the main menu, press ⊡, ⊡, ◎, ◎, ⊡, ⊡ ◎, ◎. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE

At the main menu, press ←, →, ←, →, ←, →, ◎, ◎, ◎. Select multiplayer mode, highlight the 'Mutators' option and press ⊗. Highlight the new 'Big Head' option, then press →, ⊗.

V IS FOR...

V-RALLY 3

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI

Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000

Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL

Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY

Set a record time for every track.

REVERSED TRACKS

In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS

Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

VIRTUA FIGHTER 4

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES

Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE

Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO

Gain 5th Dan rank in Kumite Mode.

TRAINING STAGE THREE

Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold L1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

WAKEBOARDING UNLEASHED

CLEAR ALL GAPS

At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2

The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS

At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓

The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS

At the Main Menu press: ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎, △, △, △, △, ⊡, ◎, △

The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
⊗, △, ◎, △, ◎
Unlimited weapons
△, ◎, ⊗, ◎, ⊡
Unlimited shields
△, △, ⊡, ⊡, ⊡
Retro ships
⊗, ◎, △, ⊡, ⊗
Animal ships
△, ◎, ◎, △, ⊗
Fast ships
⊡, ⊗, ⊗, ⊗, △

WORLD CHAMPIONSHIP SNOOKER

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

2003

Input the following code at the Main Menu to unlock everything
R1, L1, ⊡, △, ⊡, R1

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER
Comedy commentary
HELIUMAID
No chassis
THATSSTUPID
Flying cars (in replays)
FLOATYLIGHT
Overhead camera
DOWNBELOW
Reversed camera
ONTHECEILING
Underwater graphics
WIBBLYWOBBLY
Psychedelic graphics
IMGOINGCRAZY

WWE CRUSH HOUR

CODES

All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
⊡, L2, R2, ◎, ⊡, L1, L1, L2

Fill Special Meter quickly
Pause during game play, hold L3 and press: △, ◎, ◎, ◎, ◎

Unlimited turbo
Pause during game play, hold L3 and press: ⊗, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT

Press △, ◎, △, ⊡, △, ◎, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES

Press △, ◎, △, ⊡, ⊡, ⊡, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION

Press △, △, ◎, ◎, ⊡, ⊡, ◎, ◎, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH

Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE

At the 'Press Start' screen, press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

Here's how to get the best out of your mech and go heavy metal...

EXTRA JEHUTY OFS

Successfully complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY

Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

UNLOCK ZORADIUS MINI-GAME

Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1. A sound will confirm correct code entry.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT

Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups with the exception of Speed Up.

UNLOCK NAKED JEHUTY IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle).

When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers.

Shoot the lasers to disable them and go through into a secret area. Inside you'll be confronted by Naked Jehuty – defeat it and grab the Vs Mech icon.

A TO Z TOP FIVES

In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...

1. ____________________
2. ____________________
3. ____________________
4. ____________________
5. ____________________

I am ____________________

And I live at ____________________

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDER-GROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA
BDAA9C84
DE854386
BDAA9C84
DE854382
BDAA9C84
DE85438E
BDAA9C84
DE85438A
BDAA9C84
DE854396
BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

CHEAT! OVER 12,000 PS2 CODES IN OUR A TO Z!

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

DANCING STAGE FEVER

Master Code
0E3C7DF2 1853E59E
EE8E1962 BCB978F2

Player One Always Low Speed
CE460336 BCA95B83
Player One Always Ultra Fast Speed
CE460336 BCA96A2E
Player Two Always Low Speed
CE40C04E BCA95B83
Player Two Always Ultra Fast Speed
CE40C04E BCA96A2E
Max Score (Both Players)
DE8A633A F8ACA07D
Full Gauge After 1 Miss
DE8A6456 E0AC9F83
Unlock Tea Pot
DE96591E 9A565B61
Max Perfect
CE4603EA BCA99E6A
Max Great
CE4603F6 BCA99E6A
No Great
CE4603F6 BCA99B83
Max Good
CE4603F2 BCA99E6A

No Good
CE4603F2 BCA99B83
Max Almost
CE4602FE BCA99E6A
No Almost
CE4602FE BCA99B83
Max Boo
CE4602FA BCA99E6A
No Boo
CE4602FA BCA99B83
Max O.K
CE460286 BCA99E6A
No O.K
CE460286 BCA99B83

TIME CRISIS 3

Master Code
0E3C7DF2 1853E59E
EE97957A BCA99C80
Monster Score
D11D3046 C19E7B82
Infinite Lives
D11D3042 BCA99B88
Infinite Time
D11D309A BCA9C963
Handgun Ammo/No Reload
D11D370A BCA99B8C
M-Gun Ammo/No Reload
D11D3716 BCA99B4B
Shotgun Ammo/No Reload
D11D3712 BCA99BD3
Grenade Ammo/No Reload
D11D371E BCA99B88

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F
0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:

Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

THE SIMS: BUSTIN' OUT

Master Code
0E3C7DF2 1853E59E
EE9C3B52 BCCB56E2
Display Debug Info
DEBF6B4A BCA99B84
General Comments On
DEBF6B62 BCA99B84
All Objects Unlocked
DEBF6B56 BCA99B84
All Locations
CEBF6B52 BCA99B84
Secret Interactions
DEBF6B66 BCA99B84
100% Friendship – Any Sim
DEAB8716 E0BC9BE7
Free Play Mode
DEBF81AA 051DBE73
Have Decorative Lawn Gnome
CEBF7478 BCA99B84
Have Money Lawn Gnome
CEBF7478 BCA99B86
Have Motive Lawn Gnome
CEBF7478 BCA99B87
No Hunger Decrease
DEBF82EA BCA99B83
No Hygene Decrease
DEBF8186 BCA99B83
DEBF8182 BCA99B83
No Energy Decrease
DEBF82CA BCA99B83
DEBF82D6 BCA99B83
No Social Decrease
DEBF82F6 BCA99B83
DEBF82F2 BCA99B83
No Comfort Decrease
DEBF82E2 BCA99B83
DEBF82EE BCA99B83
No Bladder Decrease
DEBF818E BCA99B83
DEBF818A BCA99B83
No Fun Decrease
DEBF81FE DCE81087
Everything's Free
DEBF6B4E BCA99B83
DEAB1EC2 BCA99B83

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849
BCA99BBA
Max All Stats
FEB4F84F
BCA99BBA
DEB4F84E
F3E0D2BA
CEB4F84A
BCA9D2BA
All Rewards
DEB3FD1E
BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF BCA99BBA
DEB41FBE F3E0D2BA
CEB41FBA BCA9D2BA
All Rewards
DEB41C0E BBA89A82
DEB41C0A BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA

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p126

Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6
Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F
Infinite Painkillers
DEA03D9A BCA99B83
Infinite Ammo
DEA026B2 BCA99B83
Extra Ammo
CEA026B2 BCA99B84
One Hit Kills
DEA6A33E 68299B5F
Infinite Bullet Time
DE95AC6E BCA99B83
Disable Aggressive AI
DE978652 CCA99BB9
Low Gravity/Double Jumps
DE4343CEBCA99B83
DE4343E6 BCA99B83
DE4343D6 FC299B83
DE4343DE FC299B83
Fast Speed (Press R3+Up to Activate)
0E6C0B92 BCA99A6E
DE95DFFA F8ABDA43
Faster Speed (Press R3+Right to Activate)
0E6C0B92 BCA99A5E
DE95DFFA F8ABDBC3
Fastest Speed (Press R3+Down to Activate)
0E6C0B92 BCA99A3E
DE95DFFA F8ABDC83
Normal Speed (Press R3+Left to Activate)
0E6C0B92 BCA99AFE
DE95DFFA F8ABDA03

LORD OF THE RINGS: RETURN OF THE KING

Master Codes
0E3C7DF2 1853E59E
EE9C333E BCA99C80
Infinite Health
DE8585E6 BCA99B83
1 Hit Kills
DE801CAE 6A099B13

PRINCE OF PERSIA

Master Codes
0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A
Infinite Health
DE91503E C4AC9A43
DE91503A 6AEA9B8B
DE8FFFFE E0AA9C83
DE8FFFFA 68EA9B83
DE8FFF86 C4B40434

ALL-NEW CHEAT DISC CODES

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn the page now!

RATCHET AND CLANK 2

Mastercode
9440B9AC BD6E445C
Unlimited Nanotech
C:24909168 B6744538
Unlimited Bolts
2444967E FDFD594A
Unlimited Ammunition
Clank Zapper
2490102E B474477E
Bomb Glove
2490102A 3C7447DC
Visibomb Gun
2490132C B474474C
Decoy Glove
2490132C B474477C
Tesla Claw
2490132A BC7407CC
Chopper
24101128 3C74474E
Pulse Rifle
2490112A 3474476C
Seeker Gun
2410112E 3474475C
Hoverbomb Gun
2490112A 3474477E
Blitz Gun
2490112A 3C7447CC
Minirocket Tube
2410112E 347447EC
Plasma Coil
2410112A B47447DE
Lava Gun
2480192A 347447FC
Lancer
24801A2A 34F4474C
Synthenoid
2490122A B4F4476C
Spiderbot Glove
2490122A 34F4475C
Bouncer
2410122E 34F447FC
Miniturret Glove
2490102C B4F4477C
Gravity Bomb
2490102A 34F447CC
Zodiac
24901028 B4F447EC
RYNO II
24801028 BCF447DC
Shield Charger
24101028 B4F447FC
Unlock Weapon
Clank Zapper
04109668 34F47158
Bomb Glove
04909668 34F4517A
Visibomb Gun
04109669 34F4517A
Sheepinator
04909668 B4F451C8
Decoy Glove
04109668 B4F471C8
Tesla Claw
04909669 B4F451CA
Chopper
04109669 B4F451EA
Pulse Rifle
0490966B 34F471E8
Seeker Gun
0410966A 34F451D8
Hoverbomb Gun
0490966A 34F471DA
Blitz Gun
0410966B 34F451DA
Minirocket Tube
0490966B B4F471D8
Plasma Coil
0410966A B4F451F8
Lava Gun
0490966A B4F471FA
Lancer
0410966B B4F451FA
Synthenoid
0490966D 34F471F8
Spiderbot Glove
0410946C 34F45148
Bouncer
0490946C 34F4716A
Miniturret Glove
0410946C 34F4715A
Gravity Bomb
0490946D B4F45158
Zodiac
0410946D B4F47158
RYNO II
0490946C B4F4517A
Shield Charger
0410946C B4F4717A
Walloper
0490946E 34F471E8
Unlock Hand Items
Swingshot
04109668 34F47178
Dynamo
04109468 34F45168
Thermanator
04109469 34F47168
Tractor Beam
04109469 34F45178
Hypnomatic
04109469 34F471E8
Unlock Back Packs
Heli-Pack
04109669 34F45148
Throughster-Pack
04109669 34F47148
Unlock Foot Items
Gravity Boots
04109669 34F471C8
Grind Boots
04109668 34F451E8
Charge Boots
04109469 34F451E8
Unlock Items
Hydro-Pack
04109668 34F45168
Mapper
04109668 34F47168
Commando Suit
04109669 34F45168
Levitator
04109668 34F45158
Glider
04109668 34F471E8
Electrolyzer
04109469 34F45168
Megacorp Helmet
04109469 34F47178
Biker Helmet
04109468 34F451C8
Quark Statuette
04109468 34F471C8
Box Breaker
04109469 34F451C8
Infiltrator
04109469 34F471C8

TONY HAWK'S UNDER-GROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC
Mastercode
901076E4 0C0C6A42
Unlimited: Special
202369AC 24020C00
202369B0 AE220068
202369B8 24020001
202369BC AE22006C
Unlimited: Mission Time
20245258 00000000
10* Score Multiplier
20237510 2642000A
50* Score Multiplier
20237510 26420032
100* Score Multiplier
20237510 26420064

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

WIN!!
BLAZE'S REGION FREE DVD DISC
see p92

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50 00000037
Maximum Edging
004AFE52 00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009A
Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009B
Police
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009C
Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009D
Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009E
Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009F
Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A1
Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A2
Fun Cheats - City Riots
101c7c8c 00000008
Babe Magnet
004B125C 00000001
Increase Game Speed By Half
204B0DD8 3F000000
2x
204B0DD8 40000000
4x
204B1C58 40800000
100x
204B0DD8 42C80000

MAX PAYNE 2 THE FALL OF MAX PAYNE

Master Code
904DC41C0C04CEBA
Unlimited Health
20365E7C3C02437A
20365E80AC8200DC
Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000
Unlimited Ammunition
203ED83C24013634
Unlimited Bullet Time
202957A0E6401544
20295274E6401544
Unlock All Difficulty/Level Select
204213E424020001
Have Idiot AI
203853C003E00008
203853C400000000
Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6 3DA68DDE
Unlimited Health
24802DFA 32F65059
Range Weapon
249015CE B274517B

MEDAL OF HONOR RISING SUN

Master Code
9030B7940C0C2CDA
Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800
Unlimited Ammunition
2025067C24013634
Have All Medals
2010BF50FFFFFFFF
Unlock All Levels
2010BF54FFFFFFFF
Unlock All Valor In History
2010BF58FFFFFFFF
Unlock Storyboards
2010BF5CFFFFFFFF
Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:
Pearl Harbor
0010C4F200000001
Fall Of The Philippines
0010C4FA00000001
Midnight Raid On Guadalcanal
0010C50200000001
Pistol Pete Showdown
0010C50A00000001
Singapore Sling
0010C51200000001
In Search Of Yamashita's Gold
0010C52200000001
A Bridge On The River Kwai
0010C52A00000001
Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001
Bullet Shield
203CBA0400000001
Rubber Grenades
203CBA0C00000001
Men With Hats
203CBA0800000001
Always Sniper
203CB9F800000001
Invisible Soldiers
203CBA1C00000001
Perfectionist Mode
203CBA1800000001
Immortality
203CB9F000000001
Slow MOH
203CB9FC00000001

BALDUR'S GATE: DARK ALLIANCE

Master Code
F010000800207087
No Encumbrance
20298AA43F800000
Unlimited health
20298A24461C3C00
20298A28461C3C00
Unlimited Energy
20298A3C461C3C00
20298A40461C3C00
Unlimited Gold
20298A5C000F423F
Unlimited Skill Points
20298A6000000063

NEED FOR SPEED: UNDERGROUND

Master Code
903B1580 0C0EEA50
Maximum Style Points
204A6274 0BEBC200
Maximum Cash
204ADA0C 0BEBC200
Visuals: Unlock All Visuals
404AC9E8 001A0001
02020202 04041969
404A6278 00200002
01010101 04041969
104A62E8 00000101
Performance: Unlock Everything
404AC9E8 001A0001
02020202 00000000

CHEAT!
OVER 12,000
PS2 CODES
IN OUR
A TO Z!

EYETOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:
Maximum Style Bar
204F86383F800000
Maximum Combo Counter
204F862400000063
Maximum Score
204F86200098967F

WISHI WASHI:
Freeze Timer
2032FCC000002300
Maximum Score
204D4A88000F423F

KEEP UPS:
Unlimited Time
201D46EC34020130
Unlimited Lives
204CC41000000003
Maximum Combo Keep Ups
204CC43C000F423F
Maximum Keep Ups
204CC438000F423F
Maximum Skill
204CC42C000F423F

UFO JUGGLER:
Unlimited Lives
21C0B8D000000003
Maximum Skill
204D28A4000F423F
Maximum Score
204D28AC000F423F
Maximum UFOs
204D28A0000F423F

SLAP STREAM:
Unlimited Lives
204E5C6000000003
Maximum Score
204E5C28000F423F
Maximum Skill
204E5C38000F423F

PLATE SPINNER:
Unlimited Lives
2194545000000003
Maximum Score
21945454497423F0

ROCKET RUMBLE:
Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000
Maximum Biggest Bang
204EA67C000F423F
Total Score
204EA64F000F423F
Rockets
204EA674000F423F

GHOST HUNTER

Master Code
9044489C0C113EDF
Unlimited Health
202EEFA03C1342C8
202EEFA4AC5302D4
Unlimited Ammunition
202150C0242007B4
Unlimited Ghost Energy
20322FB800601023

GREGORY HORROR SHOW

Master Code
901912D00C0453B4
Unlimited Health
504505D000000004
004505D404041969

CONDITION:
Never Tired
004505EB00000000
Never Have A Headache
004505E800000000
Never Nervous
004505EA00000000
Never Confused
004505EC00000000
Never Melancholic
004505E900000000

BOOKS:
The Gunman #1
0045084200000001
The Gunman #2
0045084800000001
The Gunman #3
0045084E00000001
The Gunman #4
0045085400000001
The Gunman #5
0045085A00000001
Judgement Day #1
0045086000000001
Judgement Day #2
0045086600000001
Judgement Day #3
0045086C00000001
Judgement Day #4
0045087200000001
Judgement Day #5
0045087800000001
Spin The Wheel #1
0045087E00000001
Spin The Wheel #2
0045088400000001
Spin The Wheel #3
0045088A00000001
Spin The Wheel #4
0045089000000001
Me And My Dolly #1
0045089600000001
Me And My Dolly #2
0045089C00000001
Me And My Dolly #3
004508A200000001
Me And My Dolly #4
004508A800000001
Warped Time #1
004508AE00000001
Warped Time #2
004508B400000001
Warped Time #3
004508BA00000001
Brother's Lasso #1
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Brother's Lasso #2
004508C600000001
Brother's Lasso #3
004508CC00000001
I Hate Smoke #1
004508D200000001
I Hate Smoke #2
004508D800000001
Sick But Happy #1
004508DE00000001
Sick But Happy #2
004508E400000001
Syringe Monthly #1
004508EA00000001
Syringe Monthly #2
004508F000000001
Syringe Monthly #3
004508F600000001
Fish Life #1
004508FC00000001
Fish Life #2
0045090200000001
Fish Life #3
0045090800000001
Tough Choice #1
0045090E00000001
Tough Choice #2
0045091400000001
Blood Horoscope #1
0045091A00000001
Blood Horoscope #2
0045092000000001
Prison Of Hope #1
0045092600000001
Prison Of Hope #2
0045092C00000001
Gregory Exposed #1
0045093200000001
Gregory Exposed #2
0045093800000001
Gregory Exposed #3
0045093E00000001
Back In Time #1
0045094400000001
Back In Time #2
0045094A00000001
Back In Time #3
0045095000000001
Angel Photos #1
0045095600000001
Angel Photos #2
0045095C00000001
Guide To Poison #1
0045096200000001
Guide To Poison #2
0045096800000001

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:
Health
20112CA4AFC20010
Stamina
201C0FC83C013F80
201C0FCCAC8106EC
Ammunition
2026680824013634

SCENE SELECTION:
Born Again
005E1F0400000001
Doorway Into Hell
005E1FB400000001
Road To Ruin
005E206400000001
White Trash
005E211400000001
Fuelled By Hate
005E21C400000001
Grounds For Assault
005E227400000001
Strapped For Cash
005E232400000001
View Of Innocence
005E23D400000001
Drunk Driving
005E248400000001
Graveyard Shift
005E253400000001
Mouth Of Madness
005E25E400000001
Doing Time
005E269400000001
Kill The Rabbit
005E274400000001
Divided They Fall
005E27F400000001
Press Coverage
005E28A400000001
Wrong Side Of The Tracks
005E295400000001
Trained To Kill
005E2A0400000001
Border Patrol
005E2AB400000001
Key Personnel
005E2B6400000001
Deliverance
005E2C1400000001

SIMPSONS: HIT AND RUN

Master Code
F01000080040877B
No Damage All Vehicles
2028C11834013634
Unlimited Time On Timed Missions
20173F1434023634

THE HELPING HAND

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EVERY LETTER WINS!!

Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal Of Honor.

MOANY THE TIGER

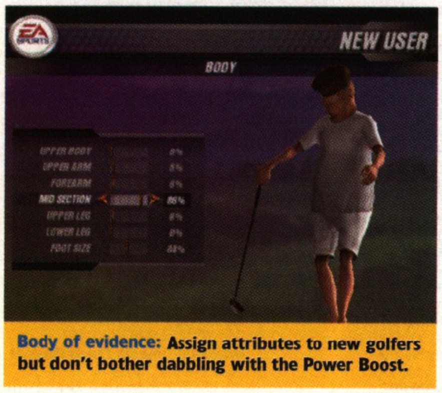
Dear Helping Hand,
I'm having some major niggles with *Tiger Woods '04*. Basically, I've attributed a load of power boost points to myself, but it doesn't seem to make any difference to my performance. Am I doing something wrong?
COLM MURPHY IRELAND

There's no wrong or right in golf, Colm. Only arse-bending frustration and a good old knees up in the 19th hole. There are, however, a few useful things you should know. Three, in fact. What we like to call, Three Easy Pieces (of Information). Threesy Lover. Threesy Does It. So...

1. First up, the simple truth is that, as an attribute, the old Power Boost ain't much to write home about. If you like writing home about golf games. While alternative options such as Ball Striking and Spin seem to make an obvious difference to how well you do on the fairway, an extra lot of Power Boost doesn't really offer much on top of the ordinary Power attributes you can assign to your golfer.

2. Short one, this – but worth knowing. After playing through the game again, we've also noticed that an extra Power Boost seems to make your shot less accurate.

3. With that in mind, you should probably keep in mind the fact that you can achieve an extra boost manually. Twice over, in fact. Getting the extra, non-attributed Power Boost on your swing is achieved by either tapping L2 as frantically as you can on the backswing, which takes more practice (initially, it can be tricky to concentrate on doing that, and swinging well at the same time), or simply getting a perfectly smooth transition from backswing to swing. If you've done it right, you'll get a special, Matrix-style swishy effect. Bear in mind too that with some shots, you don't want extra power, because it could make you overshoot and get a close encounter with a bunker.



Body of evidence: Assign attributes to new golfers but don't bother dabbling with the Power Boost.

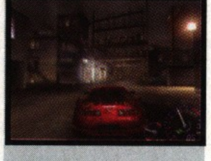
SNIPPETS

HIT PARADE

Dear Helping Hand,
I've discovered a glitch in *The Simpsons: Hit And Run*. If you put in the jumping car cheat (□, □, □, △, *L3 to make 'em jump* – Ed), and then jump out of bounds, you'll sink through the ground. If you get stuck out there, you can simply head for the black squares you'll find – they seem to be the only way to get back!
★ STEVEN WATERS, VIA EMAIL

NEED SPEED

Dear Helping Hand,
You might already know this. Probably you do. But I thought I'd email it in, simply because it proves so effective in *Need for Speed* races. Basically, if you press L1 at start line, you'll access an NOS purge – a speed boost which will give you vital seconds over your opponents.
★ TIM, VIA EMAIL



PIZZA!

Dear Helping Hand,
I found an amazing new way of completing the Basement Killing level in the ➜

Snow Selecta: This beaut of a level is an easy sub three minuter once you've found the shortcut.

MOUNTAIN FEVER

Dear Helping Hand,
I'm having some small 'issues' on *SSX 3*. Peak Two, Intimidator is the track in question. I know the Gold Medal time is three minutes, but I just don't seem to be able to clock it. Got any suggestions for me, eh?
MICHAEL SANDERSON HINCKLEY

The key shortcut will shave a boatload of seconds off your time. After the huge glass pipe section, save some boost for the big rail combo across the flatland section (near the Pagoda buildings). After the second Pagoda bridge, you can aim for the narrow ramp on the right and leap the mountain bend. Or better yet, take the path to the left and cut a sharp 90° left to hit the Out of Bounds sign. Master this shortcut and you master the course. Dude.

GOING COMMANDO

Dear Helping Hand,
Been playing through the first *SOCOM* and have had a few problems. Mostly to do with the commands and getting my team to do what I want them to. I know it's a big ask and all that, but do you think it would be possible for you to list every command in the game?
SHAUN EATON EXETER

Every command? What, *every last one*? Yeah, alright. Oooohkay, then: the word(s) you have to scream into your headset are on the left in capitals. What your team will – hopefully – do once you've ordered them around is the bit that follows in lower case. Right. Here we go, then...

WHO?

TEAM: The whole team responds.
BRAVO: Only Bravo team respond.
ABLE: Only your team mate will respond to you.

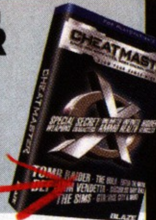
OBJECTIVE: ELIMINATE THE TERRORISTS
AndrewS

Bumble in the jungle: Use the commands properly and you should never make a *SOCOM* error again.

STAR LETTER

IN ASSOCIATION WITH
XPLODER

Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!



Footfall: Steve reckons he knows what it's like to be in the mafia, having come from the badlands of Kent. So we kicked his face in.

WISE GUY

Dear Helping Hand,
After picking up *Mafia* a few weeks ago and playing through it, I have to say, I'm pretty disappointed with it. A lot of my friends reckoned that it was "just like *GTA*". Well, apart from the fact that *Mafia*'s city is exactly the same shape as *Vice City*, I'd say no way is it as good. It's not as exciting and nowhere near as much fun. There's too much driving around in really slow cars doing nothing and the aiming and fights are absolutely terrible. Though, I have to admit, the ending was actually quite good – even if it *was* a rip off of *Goodfellas*.
RYAN SANDALL VIA EMAIL

Mafia's first impressions aren't all that great. The cars are slow and the driving is tedious, the map is poorly designed and seems to emerge from an N64-style fog all the time, and the missions aren't varied and get bogged down in inaccurate aiming and dodgy collision detection. But... we thought it gradually got better. We had to put up with Steve's whining all month as he constructed this issue's guide, but at the end he turned around and said it was actually quite good. Even The Whore mission, which came to an abrupt end midway through and was followed by Steve throwing his pad at the television screen.

WHAT?
HOLD FIRE: Orders the team to hold fire. Use it if you want to remain unseen.
HOLD POSITION: Best used to keep your team in an area when there's no nearby navpoint to order them to.
FIRE AT WILL: Orders the team to fire like crazy.
COVER AREA: Point the crosshairs to a coverable area, like a cave entrance or a doorway, and the team will set up a position there.
OPEN/CLOSE DOOR: Select the door with the crosshairs and order the team to open or close it.
AMBUSH: Use the crosshairs to set up an ambush. Your team will lie in wait for an enemy sentry and then take him down.
DEPLOY: Orders the team to deploy the explosive satchel/device in the area your crosshairs cover.
RUN TO: The team will run to wherever the crosshairs are pointing, or whatever navpoint you choose, without fear of being shot. Only use in circumstances when you know there's little or no enemy activity in the area.
LEAD TO: Bravo team will lead you to the crosshairs or the navpoint you have selected.
ATTACK TO: The team will move to a navpoint or the crosshairs in fire-at-will status.
STEALTH TO: The team will move to a navpoint or the crosshairs using the natural cover to mask their movement.
FOLLOW: Team will let you take the lead through level.
REGROUP: The team will fall back to your position immediately.
DEFUSE BOMB: Place the crosshairs on a bomb and order the team to defuse it. Handy in levels where there's more than one bomb to clear.
FRAG, CLEAR: Place the crosshairs over a doorway and order the whole Team to perform this. They'll open the door, toss a Frag in then run in and secure the area.
BANG, CLEAR: Place the crosshairs over a doorway and order the whole Team to perform this. They'll open the door, toss a Frag in then run in and secure the area.
CLEAR: Selected team members will rush into a room and clear it.

NAVPOINTS
The navpoints work in two ways. You can either use your crosshair as a floating navpoint, or you can order your teammates to move to a specific navpoint on the map. For example you could say, "Team, stealth to, Charlie".

ADDITIONAL
SUPPORT, SWEEP: Chopper support will clean out the immediate area of enemies.
SUPPORT, EXTRACT: Chopper support extracts the hostages and team away from the level once complete.

DEAD RIGHT

Dear Helping Hand,
On Episode 6: House of Wu in *True Crime: Streets Of LA*, I'm having problems with the Kitchen Inspection level where you suddenly have to fight a zombie. I can get rid of the chefs easily enough, but as soon as Mr Dead pops up, things seem to go a bit wrong.
SIMON LONGTON BARROW

This probably isn't as hard as you imagine, though when I gave *True Crime* a good seeing to over Christmas, I recall finding this bit quite annoying. But that was mostly to do with the niggly controls. And the five stone of Cadbury's Roses I was sticking down my fat throat. Er, anyway, after doing for the chefs, move around the zombie until he is between you and the ovens. Now there's only one way to dispatch him back to his sub-six foot home: high kicks. And lots of them. Bash him back into the ovens and they explode, chipping away at his health in the process.

Crash, Kang, wallop: Nick's high kick is the thing to use when you get cosy with the undead. Neat.

SNIPPETS

➔ **brilliant *Hitman 2*. First time I played through this, I just killed a lot of people. Second time I tried to be more sneaky and found that you can get dressed up as a pizza boy, and you can use the laundry chute to drop your guns through – thereby bypassing the security and metal detector.**
★ MIA, VIA EMAIL

DROKK AND ROLL

Dear Helping Hand,
I've found a great way of unlocking new cheats in *Judge Dredd: Dredd Vs Death*. Basically, the more points you score, the more things you unlock, and points can only be scored when you arrest perps on decent charges (rather than trumped up charges). The best way to ensure perps are handed tough sentences is to wait and see whether they fire first before you fire back. If they do, fire once – and once only – so that you only injure them. As soon as you kill them, they become no good to you. Injure them, though, and you can nab them on meaty attempted murder of a Judge charge. This scores big points. You can also initiate a fight, even if they don't shoot first. Simply fire once. You don't get as many points though. If you aren't sure whether they're injured or not, just watch the way they move: they'll go through an obvious animation.

★ BARRIE LARKIN, STOW-ON-THE-WOLD

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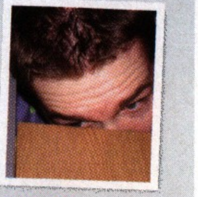
MATT CUNDY
Plays games like he loves his woman – hard, fast and with both hands. Won't invert his Y-axis under any circumstances.

TOM MAYO
The RPG minister. Spends his weekends studying the complex algebraic formulas employed by the *Final Fantasy* games. Fact.

STEVE C.
Exhibit 'A' for the prosecution in the case against violent video games. Known by his associates as 'The Gaming Gadaffi'.



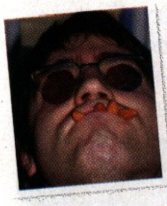
TIM W.
Luckily, his taste in games is better than his taste in 'music'. Otherwise he'd still be playing E.T. on the Atari 2600.

CONTACT US: CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW

Ripto-suction: Flame Breath the ice barrier. Ice Breath the fire barrier. That's the way to do it.

SPYRO TECHNIQUES

I can't seem to defeat Ripto in *Spyro: Enter The Dragonfly*. Can you help me?
JIM H SMITH VIA EMAIL



MATT SAYS...
Ripto first appears behind an ice barrier. Dodge the ice missiles that Ripto fires – most of them can be jumped over, but look out for one of the single missiles that raises off the ground. When Ripto stops firing, charge forward and Flame Breath the ice barrier. Repeat this until the barrier disappears and is replaced by a fire barrier. Now use the same method as for the ice barrier, but using Ice Breath instead. When this barrier's gone, Ripto's defeated. ■

XIIILARATING XIIIT

I'm on the Doc Johansson level in *XIII*. I'm at the part just after you avoid the secretary and you go down the long corridor. I've only got a little bit of health and I keep dying, even though I have the first medkit from the console room. Please help me.
SIMON THOMAS BIRMINGHAM

MATT SAYS...
Unfortunately, Simon, there's no easy strategy – especially if you've started the level without much health. I'd suggest that you wait at the start of the corridor and pick off the guard that appears from the room on the right. Once he's eliminated, ditch the cautious approach and leg it down the corridor, using the shotgun to blast the guards before they can activate the alarm. It's important that you don't dilly-dally in the corridor, otherwise the guards will merrily cut you down. Before you exit the corridor, check the last room on the right, where you'll find a medkit. Once you've made it down the corridor, enter the Incinerator room, press the red button on the incinerator and grab another medkit from inside. Having consumed a couple of medkits, you should be better prepared for the rest of the level. ■

BUSTIN' MY CHOPS

I'm confused about *The Sims: Bustin' Out*. When you are in Bust Out Mode, every person you live with has lots of different promotions in the goals. How can you get all of the promotions if you have only one job, which only gets you certain promotions? Do you know how to get all of the promotions?
LW4ZB2 VIA EMAIL

TIM SAYS...
Well, er, Lw4zb2, the simple answer is that you need to play through the game seven times. Yep, you heard right – seven. You just progress through one career, complete it, then take another job in a different career path and move back to Mimi's Place or Dudley's Trailer and go through it all again. It's easier subsequent times, because you'll have the friends you need and often the skills you need too. Every time you move to Malcolm's Mansion and complete another career, you unlock another gnome that sits on the fountain outside. Once you've completed all seven careers, you've finished the game properly. Way-hey! ■

Fountaineering: Climb every career path and the fountain outside Malcolm's Mansion is activated.

TO BALDLY GO

I'm stuck on the last level of *Hitman 2: Silent Assassin*. I kill all of Sergei's men, but then can't reach Sergei to kill him. Please can you help me.
GEORGE MERRY VIA EMAIL

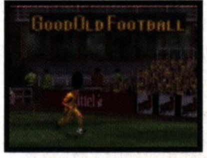
TIM SAYS...
You know what your big problem is, George? You're not thinking like a killer. You've got to *become* the sociopathic nut job, *be* the bullet – *sniff* out that messy head shot like a pig on a truffle trek. And, after employing the art of transcendental gaming, you should understand that you can't actually reach Sergei and that to scrub him out you'll need to step into the confessional and use the sights on the Sniper Rifle. You see? Think like an alopecia sufferer packing serious kill-o-wattage and murdering's easy. ■

STUFF WE KNOW

STEVE SAYS...

Ever had a good look at the banners draped around the various stadiums in *PES3*? No? Well I, er, have. There are some fine examples of footie's international appeal, with foreigner slogans like 'Bellissimo! Calcio', 'Forza!' and 'Vor & Tor!', although Anglais fans needn't fret as they are well represented – 'Ave it!!' and 'Who Ate All The Pies!' are two typically Brit banners, as is the illiterate 'Hellow Mum' and ye olde medieval tickler, 'Tear The Apart'. Studious terrace tacticians offer 'Aim For The Top', although they neglect to divulge any exact coordinates; while a keen contingency of scientists introduce 'Nucleo' into the footballing lexicon (which is long overdue in my opinion). The stupidly obvious 'We Wanna Win' makes it apparent that many fans lack imagination, while others seek divine intervention on a Saturday afternoon – 'Show Us Miracle' (perhaps they follow Messianic Utd). Fans of the girl variety are surely responsible for the completely gay 'We Love Goals' and 'You Are My Hero' banners, but it's the area of the terraces probably reserved for 'special' fans (you know the ones) that boast the best banners of the lot, – 'Celery! Celery!' and the inspirational '11'. Genius.

Vittel
Vittel



Yojimbo HP 3757 MP 0

X-ual Fantasy: This here's Yojimbo. Getting him to perform a Zanmato is, unfortunately, a random affair.

YOU SAY ZANMATO

I have a problem beyond my capabilities. My problem involves a section in *Final Fantasy X* which requires something that I find close to impossible – destroying Dark Yojimbo four times in a row. With Yojimbo having a will of his own, you can understand how difficult this is. If you have a sure-fire way of dealing out four Zanmato's in a row, please won't you share it with me.
ARASHAD VIA EMAIL

TOM SAYS...
It's difficult to guarantee a Zanmato from Yojimbo, unless you've got 500 thousand gil to splash out, in which case the chances are good. There are, however, hidden factors which dictate the likelihood of a successful Zanmato. Put simply, the more times Yojimbo performs a powerful attack, the better, and the more gil he is paid, the higher his motivation becomes and the chances of a Zanmato are greatly increased. However, there is still a random factor to Yojimbo performing a Zanmato, so there really is no guaranteed Zanmato strategy. Sorry.

In the absence of guaranteed Zanmatos, the following pointers should make defeating the super-tough Dark Yojimbo a tad easier. Of course, max stats are essential – if you keep failing, it's most likely that you need to do some extra training and/or customising. Ensure that each of your party has their Ultimate Weapon and is wearing Armour with Ribbon, Auto-Haste, Break HP Limit and Auto-Phoenix. It's also worth fighting and resetting against Dark Valefor and Dark Ifrit (who are relatively easy to defeat) until you obtain an item with Ribbon Auto-Ability.

When fighting Dark Yojimbo, take advantage of the respite between each battle and use the save points to restore your party's health. However, make sure you don't reset, otherwise you begin back at the first battle again. Use Aim repeatedly to counter Dark Yojimbo's annoying ability to evade and use Quick Hit supported by Blitz Ace and Attack Reel rather than normal attacks, which are simply way too slow. Finally, and as you've probably already discovered, Dark Yojimbo can instantly kill you (his attacks can do a terrifying 99,999 damage and Auto-Life won't save you here), so make sure you use Aeons to block his attacks. ■

FINGER TIP

Here we take through the hardest bit a game has to offer and make it easy!

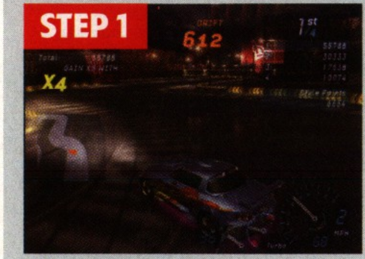
HOW TO MASTER RACING OF THE DRIFT VARIETY IN NEED FOR SPEED: UNDERGROUND

AS REQUESTED BY: WILL CASEY, DEVON

If you're screeching through Underground Mode, the drift races can be won easily enough by playing on the Easy difficulty setting, crawling cautiously around the tracks and sliding your ride with no style whatsoever. But that's cheap and not the way to do it. Successful drifting is about knowing how to tame your throbbing, fume spewing beast by knowing when to brake, when to turn and when to ease off/apply the gas. With its two chicanes and open hairpin bends, Drift Track 2 is ideal for practising your drift skills. Once you've sussed this course, you can take your skills and party hard on any of the other tracks. Let's drift.

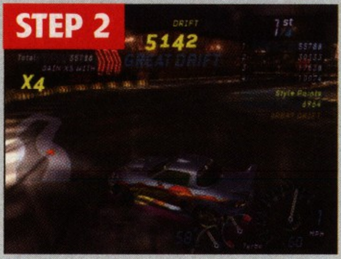
THE CHICANE

STEP 1



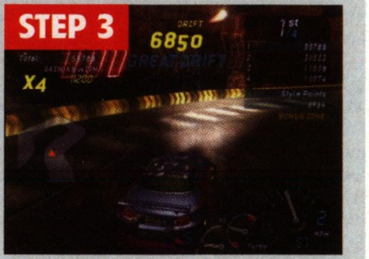
■ Line yourself up so your ride is parallel with the inside of the track. Hold ← on the d-pad and tap the e-brake (R1) to start the drift into the chicane with the front tyres inside the outer lane for bonus points.

STEP 2



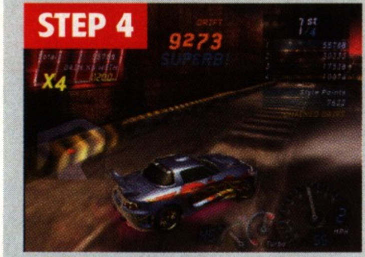
■ Release ← (you may also need to ease off the gas depending on your speed) just before the back end becomes level with the front of the car and begin to counter steer against the slide by holding →.

STEP 3



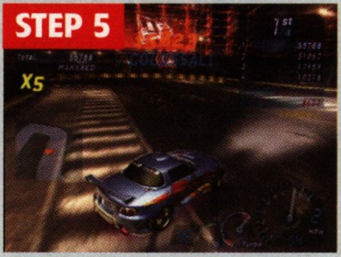
■ As you approach the second bend, your ride should be at an almost neutral angle before the back end begins to swing in the opposite direction.

STEP 4



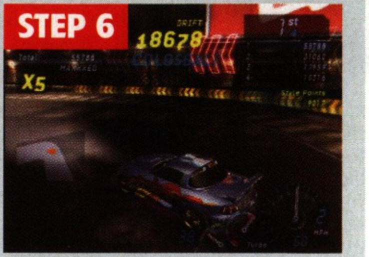
■ Release → just before the back end becomes level with the front of the car and apply the gas to accelerate out of the chicane (hopefully with both back tyres in the outer lane).

STEP 5



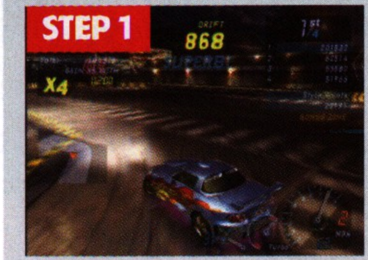
■ As you pull out of the chicane, just keeping the gas pressed should be enough to maintain your stylin' drift, which by now should have Maxxxed out the score multiplier.

STEP 6

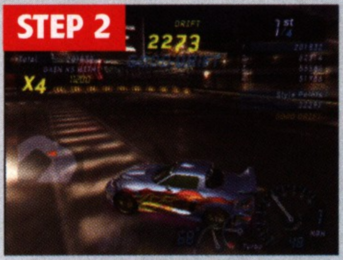


■ On Drift Track 2 you should be able to drift out of the chicane and into the open hairpin bend. Simply counter steer against the drift and accelerate to keep your car sliding.

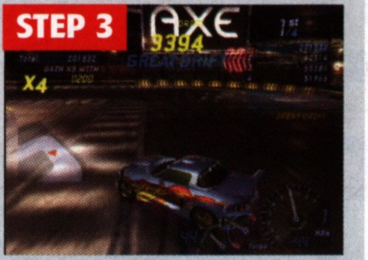
THE OPEN HAIRPIN BEND



■ Press and hold ← on the d-pad and tap the e-brake (R1) to start the drift into the bend.



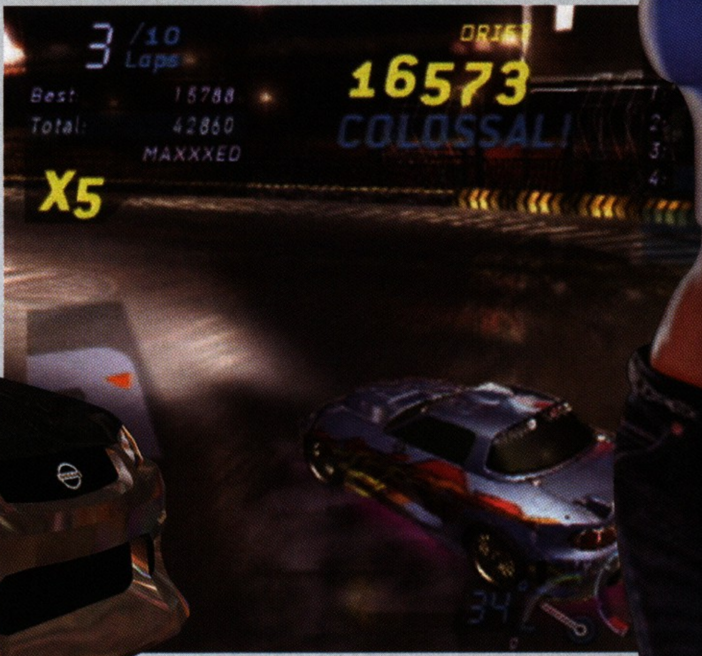
■ As the back end overtakes the front of the car (90 degrees), release ←, but keep the gas pressed and don't counter steer.

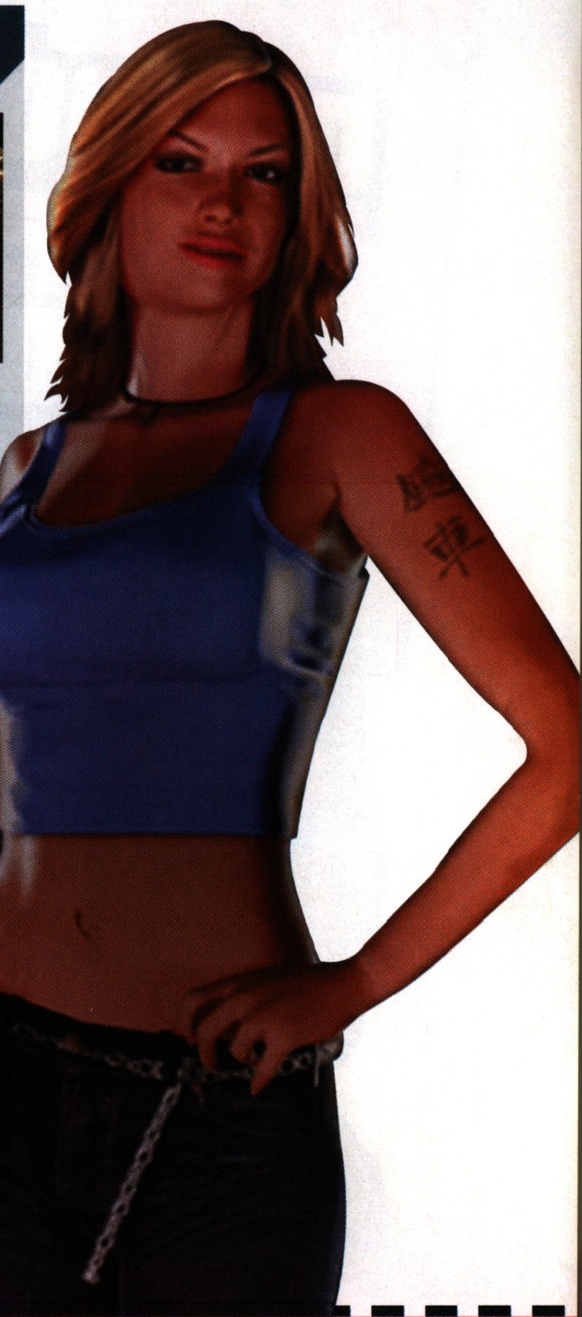


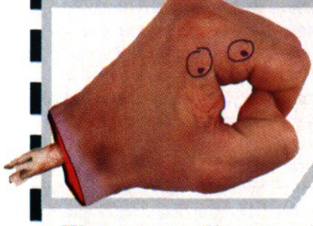
■ You should drift sideways through the bend – your ride should slide 180 degrees – and be able pull out of the bend with no steering adjustments.

SCORING

■ To score the big points in drift racing, you need to max out the score multiplier early in a race and then maintain it for as long as possible. The score multiplier increases to a maximum of x5 and these are the scores needed to increase the multiplier: 350 (x2), 1400 (x3), 4200 (x4), 11200 (x5). The multiplier decreases by one every second that you are judged to be driving too slow and it automatically resets back to x1 if you crash into the wall. The longer your multiplier is 'Maxxxed' out, the more points you're going to score.







THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

The game I'm stuck on is... ______________________________

And this is what's popping my veins... ______________________________

Name ______________________________

Address ______________________________

SEND THIS FORM TO: Helping Hand, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW / **OR EMAIL:** cheatzone@futurenet.co.uk

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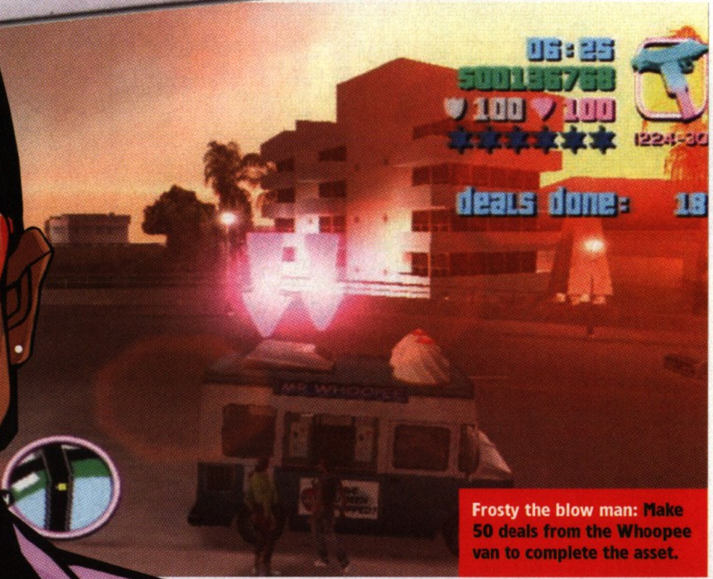
CHEATZONE, 30 Monmouth Street,
Bath, BA1 2BW

Or email: cheatzone@futurenet.co.uk



Frosty the blow man: Make 50 deals from the Whoopee van to complete the asset.

Q1 HOW DO I COMPLETE THE CHERRY POPPER ASSET? I'VE DONE OVER 200 DEALS SO FAR...

JAMIE COOKE SURREY

You have to make 50 deals from your Mr. Whoopee van and then get out of the vehicle to complete the distribution mission. If you stay in the van, no on-screen message appears to let you know that the mission is complete. If you make 200 deals, but then get busted before getting out of the van, the mission fails.

Q2 I'M STUCK ON THE CUBAN 'TROJAN VOODOO' MISSION. I CAN'T GET CLEAR OF THE BLAST BECAUSE THE FACTORY GATES ARE LOCKED...

FRANCIS LOGEY VIA EMAIL

Before you plant any of the bombs, kill all the Haitians in the factory first. Once you've done that, plant the bomb at the top of the stairs and then work your way back towards the exit, planting the remaining two bombs as you go. When the last bomb has been set, run out of the factory and towards the locked gate. As you approach the gate, run around to the right and you'll find some steps leading to a rooftop. Run up the steps and watch from the safety of the roof as the factory goes kaboom.

Road kill: Use Rockets to turn this lot into traffic jam and see the Chaos Meter rise.

Q3 I'M TRYING TO COMPLETE THE PORTLAND GARAGE CAR LIST (GTA 3), BUT CAN'T FIND THE MR WHOOPEE OR THE DODO. WHERE ARE THEY?

KAREN JENKINS VIA EMAIL

To get the Mr Whoopee ice cream van, grab a firetruck in Portland and press R3 to begin the firefighting missions. One of the calls you attend will be a burning Mr Whoopee van. Once you've doused the flames, you can take the vehicle.

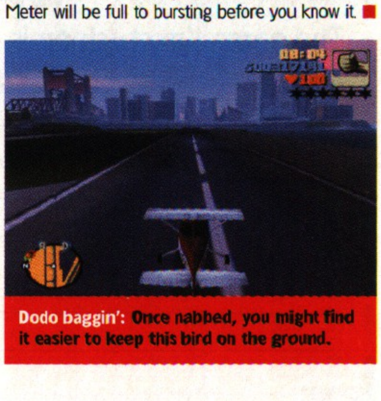
The Dodo can be found at the Francis International Airport in Shoreside Vale and – as the name suggests – it isn't particular adept in the air. Rather than trying to get to grips with the difficult controls, you may find that driving the Dodo back to your garage is much easier.

Q4 HOW CAN I FILL THE CHAOS METER ON 'MESSING WITH THE MAN'?

BARRY SMITH VIA EMAIL

Cause maximum chaos, that's how! Before you start the mission, make sure you've got plenty of Rockets and Grenades or Molotov Cocktails and ensure that you've got full health and full armour. Next, steal a car and park it so it blocks the road in front of the Greasy Chopper. Now start the mission. Immediately equip the Rocket Launcher and blow up the car that you left in the road and any other vehicles that have stopped beside it.

Even when a vehicle has been destroyed, the Chaos Meter continues to fill when you fire a rocket into the burnt wreckage. Also turn your Rocket Launcher towards pedestrians. As the Chaos Meter fills, your wanted level will also increase and more cannon fodder will appear in the shape of the emergency services. Unleash death upon them and continue this utter annihilation of anything that moves and the Chaos Meter will be full to bursting before you know it. ■

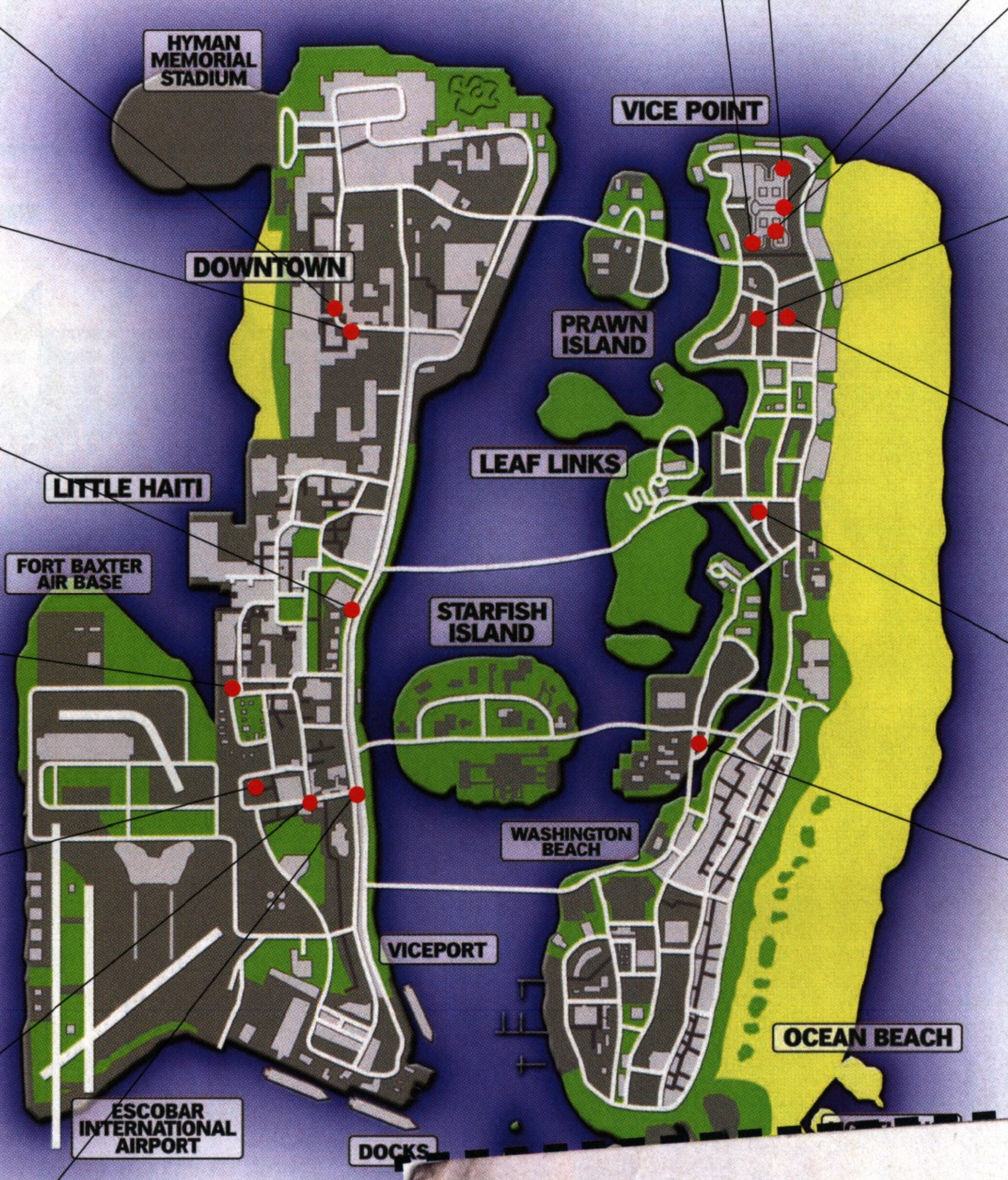


Dodo baggin': Once nabbed, you might find it easier to keep this bird on the ground.

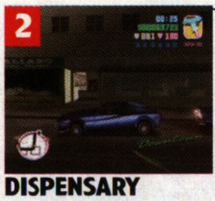
Q5 DO YOU RECKON YOU COULD LIST ALL THE STORES IN THE GAME THAT CAN BE ROBBED? THANKS.

KAREEM DAVIS VIA EMAIL

This is our idea of shopping therapy! Our map shows the exact location of each of the 15 stores that can be knocked off for some cash money.


HYMAN MEMORIAL STADIUM
VICE POINT
DOWNTOWN
PRAWN ISLAND
LEAF LINKS
LITTLE HAITI
FORT BAXTER AIR BASE
STARFISH ISLAND
WASHINGTON BEACH
VICEPORT
OCEAN BEACH
ESCOBAR INTERNATIONAL AIRPORT
DOCKS

1 JEWELLERY SHOP


2 DISPENSARY

3 RYTON AIDE

4 LAUNDROMAT

5 CAFE ROBINA

6 SCREW THIS

7 24-7 DELI

8 BUNCH OF TOOLS

9 JEWELLERY STORE

10 SUPERMARKET

11 DISPENSARY

12 GASH

13 VINYL COUNTDOWN

14 JEWELLERY STORE

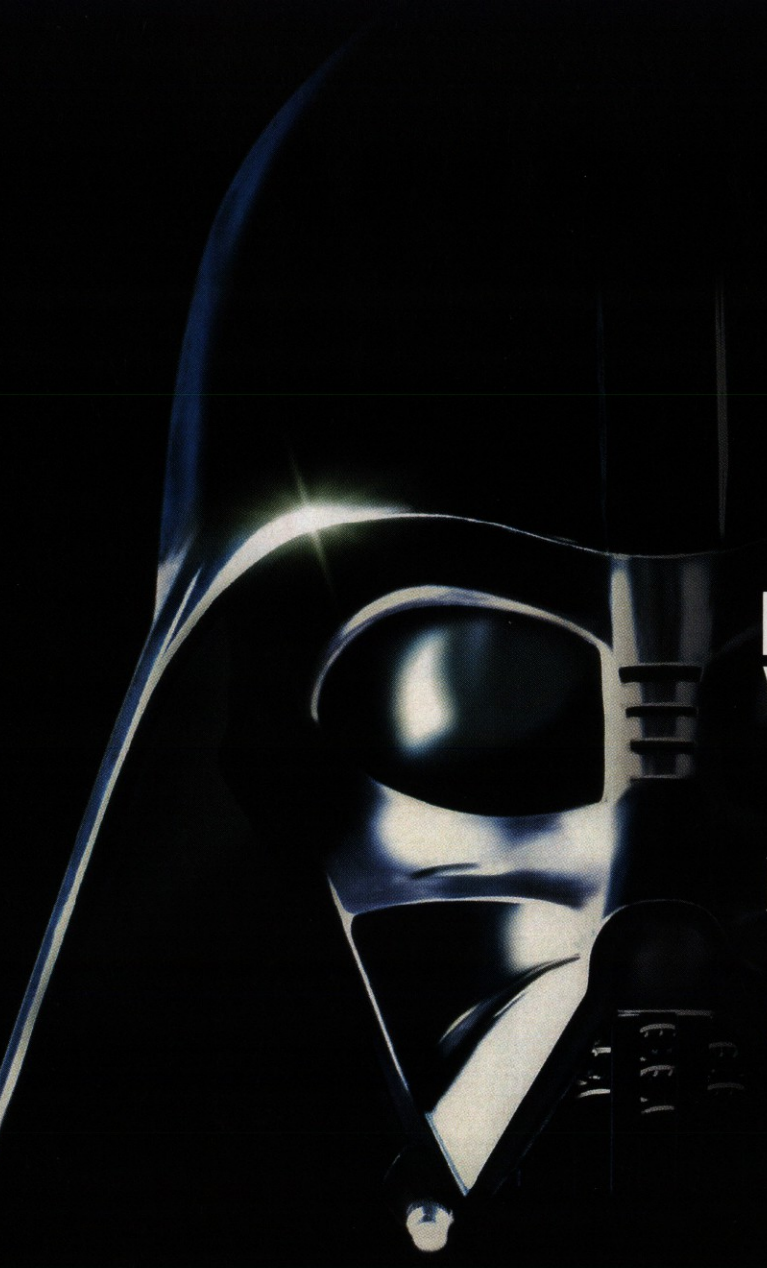
15 TOOLED UP

☞CUT THIS OUT AND SEND IT IN!

I'M STUCK ON GTA

MY QUESTION IS...

ADDRESS OVERLEAF...



THE BIGGEST GAMES FIRST!
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ONIMUSHA 3
RAINBOW SIX 3
JAK AND DAXTER III

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THAT AIN'T ALL! Playable saves for Ratchet & Clank 2 and brilliant new trailers for DRIV3R and Transformers

***OPS2* is NOT just another games magazine!**

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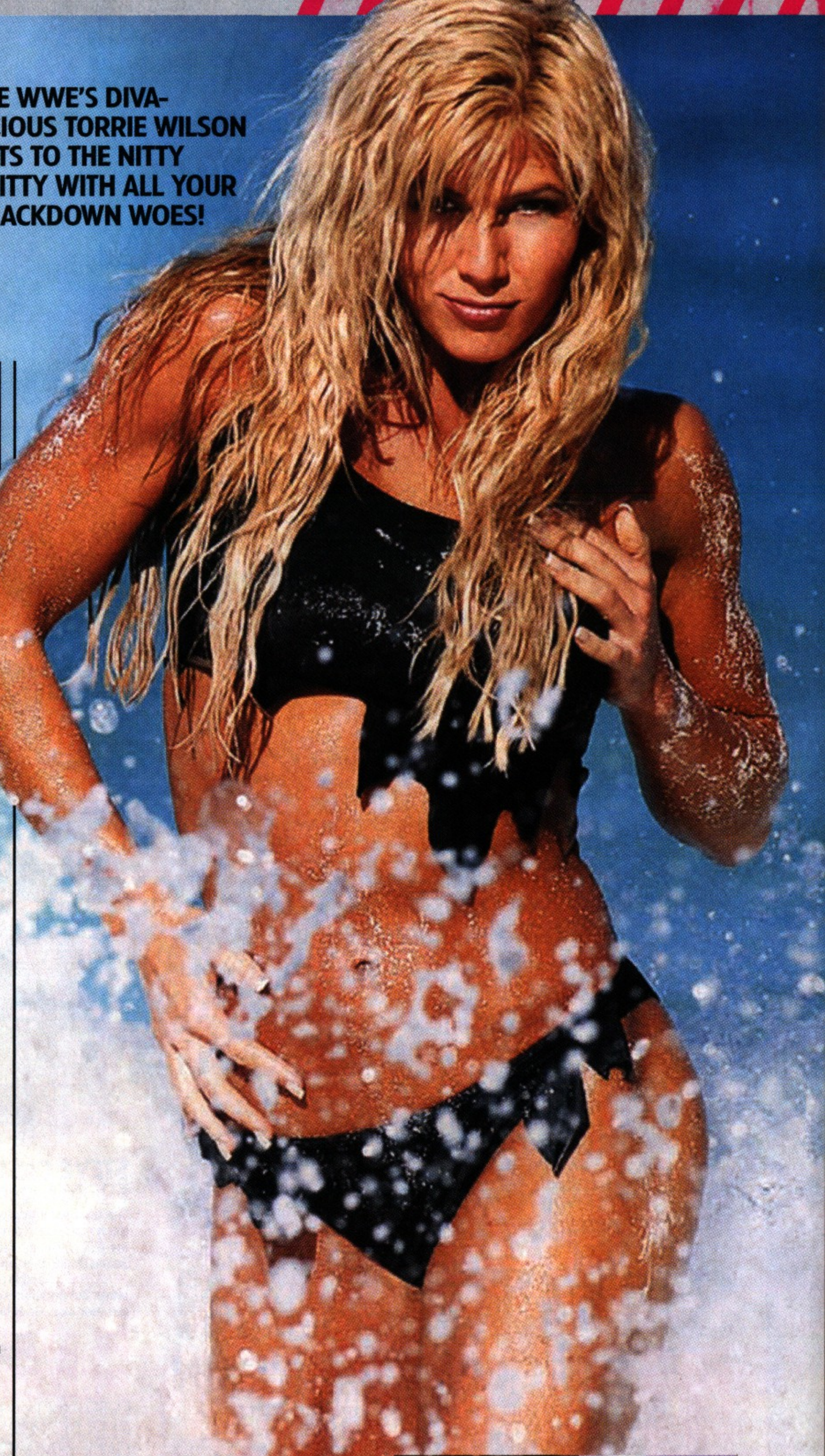
PlayStation®2 OFFICIAL MAGAZINE-UK
ISSUE 45 ON SALE 18 MARCH

ASK TORRIE

THE WWE'S DIVA-LICIOUS TORRIE WILSON GETS TO THE NITTY GRITTY WITH ALL YOUR SMACKDOWN WOES!



Q A couple of my mates tell me some of the wrestlers have special moves only they can do. But I can't seem to get them to work!
Connor O'Hart, Dublin

A Well, that's about as general as any question we've received, but we get your drift. It's not so much to do with the superstats themselves, as their stances, meaning it's possibly to make a CAW and give them the appropriate stance, duplicating the following effect:

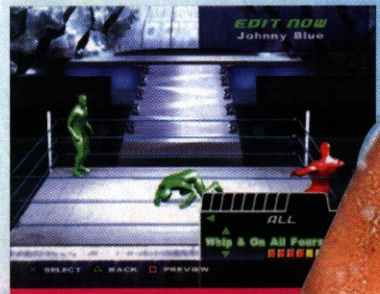
SPECIAL REVERSALS
Undertaker, Big Show, and Kane – can reverse standing double team moves into a double chokeslam.

SPECIAL ATTACKS
Undertaker – Irish Whip your opponent from the outside of the ring to the inside from very close to the ring, they will roll inside but their head will be sticking out underneath the ropes. Press a direction and ◎ to perform a leg drop from the apron across their throat.
RVD – springboard leg drop from the apron, set up just like the Undertaker's move above.
RVD – run with a chair/trashcan lid, press ⊗ for a Van Daminator.

Using Kurt Angle, catch a toe kick/dragon whip with at least one Smackdown! icon and you can turn it straight into an Angle ankle lock finisher. Make sure you time it right and you should get the Smackdown! flash coming up. You can employ the same technique to get Chris Benoit to block a left-handed punch/clothesline and turn it into a Crippler Crossface, and The Rock turns a right-handed punch/clothesline into a Rock Bottom. Speaking of which, the Rock Bottom/Bookend have the same special reversal, whereby they grab you around the neck/throat but you use your elbow to batter the side of their head and break their grip.

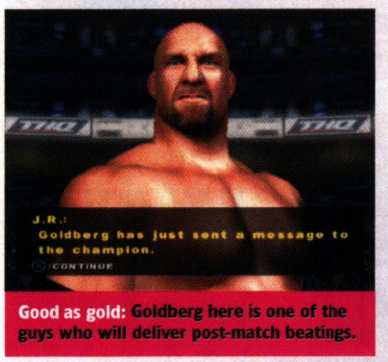
Q Is there any way of changing the wrestler you control during tag team matches?
Darryl Remus, Wakefield

A Yes – pressing SELECT during a normal tag match switches the wrestler you control.



Four play: **Selecting this move sets up Poetry In Motion.**

Q Every so often, during a tag team match, it ends up so that the opponent is slumped in the corner, and my tag partner is kind of crouched on all fours in front of them – and it looks like I'm supposed to do something, but I have no idea what! Help!
Christian Soza, Fife



J.R.:
Goldberg has just sent a message to the champion.
⊗ CONTINUE

Good as gold: **Goldberg here is one of the guys who will deliver post-match beatings.**

A That, right there, is the set up for a move called Poetry In Motion, a firm favourite of the Hardy Boyz when they wrestled together. Run towards them with △, then press ⊗ to hop up onto your friend's back and fly into your opponent. Pressing ◎ instead will perform a flying cross body attack.

Q How do you move people around in the ring so they don't get rope breaks?
Erik Tiner, Blackpool

A Simply hold down ◎ to grab hold of them, and use the left analogue stick to move them in whatever direction you desire. You can also use ⊗ from this position to attack them.

Q You missed a couple of things from your piece on the backstage areas a few issues ago – by standing close to the fountain in the British arena and performing an Irish Whip you dunk their head in the water. And in the backstage bit with the cage in it, you can press the green button by the stairs to make a little truck fly out of the roll-down door thing and hit them!
Jamie McMorrow, London

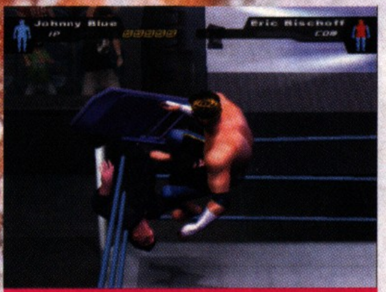
A Yes, you're quite right, we did – well spotted!

Q After a match in Season Mode, if I choose the 'Attack' option, I usually get my arse kicked! What's up with that?!
Guy Kepner, East Sussex

A To successfully deliver a post-match beating, you need to have more Superstar Points than them, and you need to be in control of a superstar who is one of the top names – The Rock, Triple H and Goldberg are amongst your best bets. You will lay the smack down on your opponent in a cut-scene, usually by giving them your finishing move.

Q Sometimes the other guy ends up kind of upside down hanging on the turnbuckle, which looks really uncomfortable, but I usually end up not being able to do anything to them – am I missing out?
Wesley Schweiger, Stoke on Trent

A There are, indeed, a couple of offensive options open to you at this stage. You can deliver a foot choke by pressing ◎, but more excitingly you can get RVD (or a CAW with his fighting stance) to pick up a chair, run towards them and press ⊗ to do a Van Daminator. ■



Woe there! **Chair in the face from the Tree Of Woe position. Now THAT'S hardcore.**

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

...T RESULTS! FIRST RESULTS! FIRST RESUL... That's what it might look like if we had some kind of newswire thing going on. Er, which we don't. Still, never mind. Because this month we have our first Challenge Zone results. We invited you to show off your gaming skills – and you gave it to us big-style. Heaps of entries have dropped through our door and the owners are now taking pride of place in our league. But it's still not too late if you haven't taken part. We've got five challenges. Try your hand at as many as you fancy. Record (see 'How to Record on VHS') or photograph (pic of high score or time as appropriate) the evidence and send it in. *Every month the three best performers will win a PS2 game*. Get in here. ■

SMACKDOWN!

GAME #1 HERE COMES THE PAIN

HOW LONG CAN YOU SURVIVE THE SLOBBER KNOCKER?

WHAT WE WANT YOU TO DO...
Enter a Slobber Knocker Anywhere with any wrestler and send us your finishing time (completed or not). ■

LEADER BOARD

1	**ALEX READY**	7'32 (10 PTS)
2	**MARK WILLIAMS**	7'38 (07 PTS)
3	**STEVE DAY**	7'57 (05 PTS)
4	**ALISTAIR McCARTHY**	7'59 (04 PTS)
5	**LEIGH GELLERY**	8'21 (03 PTS)

STAR PLAYER

STEVE CASTLEFORD
FROM CANNOCK

This unique photo accompanies Steve's top notch entry – a new top score for our *GTA* challenge. *Steve wins a copy of* James Bond: Everything or Nothing.

REMEMBER: Send in a photo with your entry! But preferably one where we can see your face. Or at least most of it.

PLAYABLE PRIZES!!!

EVERY MONTH THE THREE BEST PERFORMERS WIN A GAME. BACK OF THE NET!

GAME #2 SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

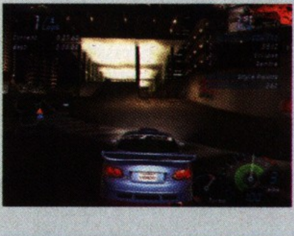
1	**MATT MARTINS**	825,103 (10 PTS)
2	**ADRIAN SLEPPINGTON**	801,412 (07 PTS)
3	**THOMAS FILLEY**	798,500 (05 PTS)
4	**RORY McLEISH**	654,282 (04 PTS)
5	**MICHAEL MURPHY**	**NEW** 548, 302 (03 PTS)

GAME #3 NEED FOR SPEED: UNDERGROUND

NEW CHALLENGE! NEW CHALLENGE!

RECKON YOU'VE GOT THE MEANEST CAR ON THE ROAD? WELL, TRY TO BEAT THIS TIME, THEN...

WHAT WE WANT YOU TO DO...
Using our time of 1:47:34 as a basis, have a two lap Quick Race on the Olympic Square Circuit on Medium. ■



LEADER BOARD

1	**WE WANT YOUR SCORES!**	000,000 (10 PTS)
2	**WE WANT YOUR SCORES!**	000,000 (07 PTS)
3	**WE WANT YOUR SCORES!**	000,000 (05 PTS)
4	**WE WANT YOUR SCORES!**	000,000 (04 PTS)
5	**WE WANT YOUR SCORES!**	000,000 (03 PTS)

GAME #4

SOUL CALIBUR II

HAVE YOU GOT THE CALIBRE OF A REAL CHAMP?

WHAT WE WANT YOU TO DO...
Play as any character in No Recovery (Extra Mode). Prove to us how many opponents you manage to defeat.

LEADER BOARD

1	**ALEX READY**	44 (10 PTS)
2	**DUNCAN BEIZENDEUT**	41 (07 PTS)
3	**ALISTAIR McCARTHY**	40 (05 PTS)
4	**RICHARD CLARKE**	38 (04 PTS)
5	**MATT MARTINS**	34 (03 PTS)

GAME #5

GTA: VICE CITY

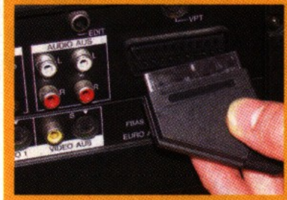
PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO...
Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats!

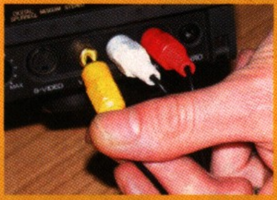
LEADER BOARD

1	**STEVE CASTLEFORD**	**NEW** 4'29 (10 PTS)
2	**GRANT MALCOLM**	4'32 (10 PTS)
3	**ROBERT SILK**	4'43 (07 PTS)
4	**BRYAN SALMON**	4'58 (05 PTS)
5	**MATT MARTINS**	5'01 (04 PTS)

HOW TO RECORD ON VHS



Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...



... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**ALEX READY WYCOMBE**	20 POINTS
2	**MATT MARTINS STOKE**	17 POINTS
3	**MARK WILLIAMS LONDON**	10 POINTS
4	**GAVIN MALCOLM DEVON**	10 POINTS
5	**S CASTELFORD CANNOCK**	9 POINTS **(NEW)**
5	**ALLIE McCARTHY DUNDEE**	9 POINTS
6	**D BEIZENDEUT HOLLAND**	8 POINTS
7 =	**ROBERT SILK BRISTOL**	7 POINTS
7 =	**A SLEPPINGTON TAUNTON**	7 POINTS
8 =	**BRYAN SALMON LIVERPOOL**	5 POINTS
8 =	**STEVE DAY CANTERBURY**	5 POINTS
8 =	**THOMAS FILLEY SWANSEA**	5 POINTS
9 =	**R CLARKE GRANTHAM**	4 POINTS
9 =	**RORY McLEISH GLASGOW**	4 POINTS
10=	**MICHAEL MURPHY LONDON**	3 POINTS **(NEW)**

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...?

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ____________________

Address ____________________

The game you've nailed ____________________

Your achievment (points/time/score) ____________________

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

#4

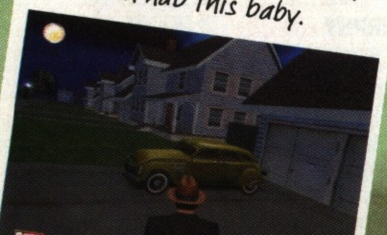
Seen this...?

STUFF YOU SHOULD HAVE DONE IN... MAFIA

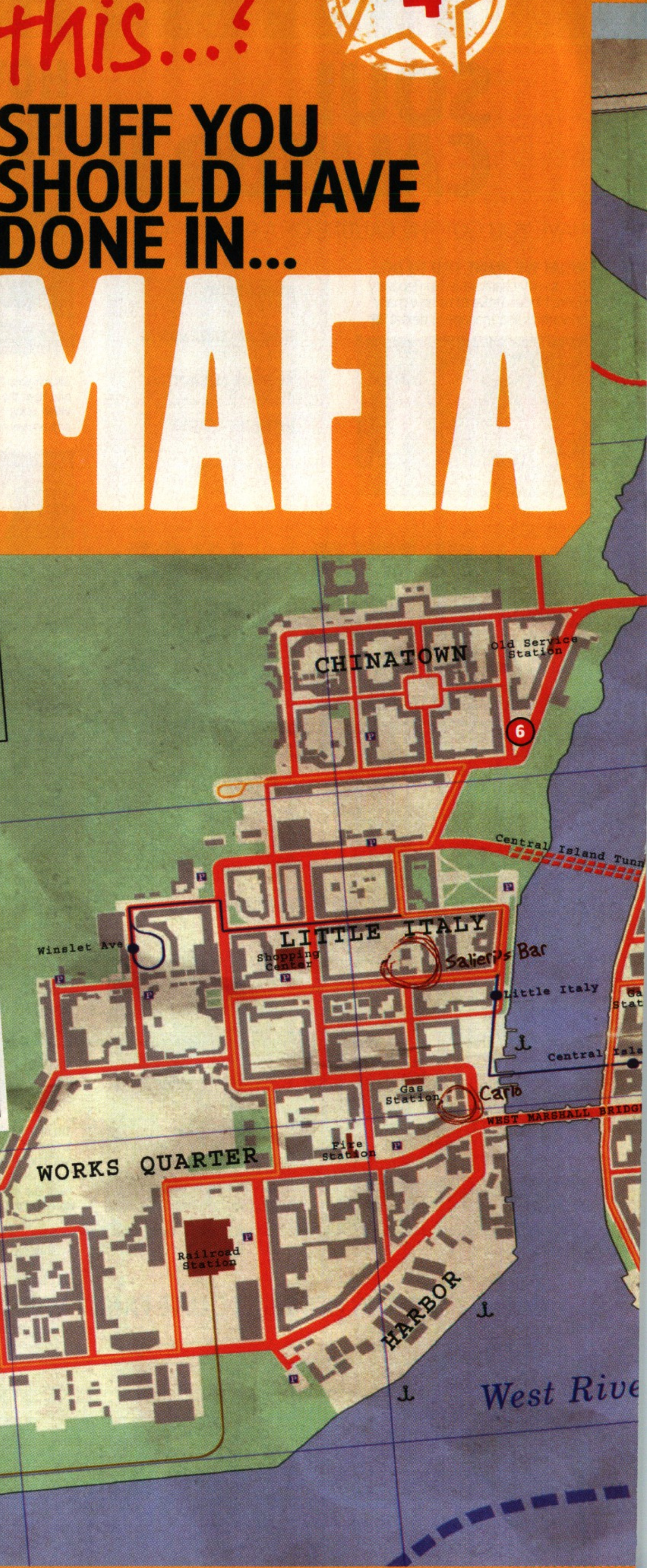
CAR JACKING

In the main *Mafia* guide we've given you instructions on how to complete the Lucas Bertone side missions. Here we've got all of Lost Heaven mapped out in all its splendour with the hottest motors Lucas tips you off about located. Aren't you a bunch of lucky Mafiosi? Getting the cars isn't always simple and it can be a real pain to have to keep on retrying. We suggest that for the side missions where time isn't of the essence, using your speed limiter is a good idea because the cops can become a real pain.

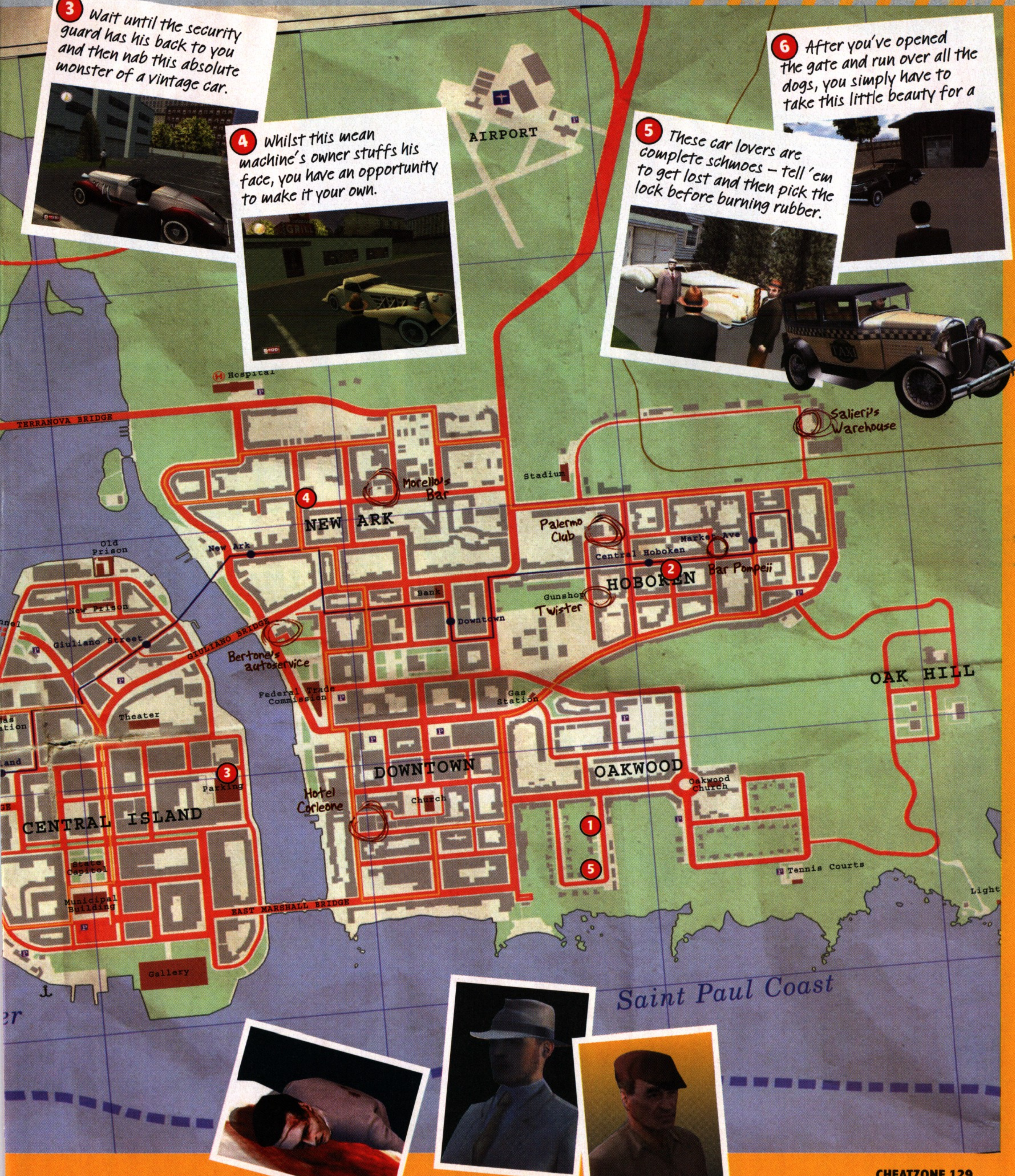
① What's the point in having a garage, eh? Simply check that the coast is clear and then nab this baby.



② That guy strolling past doesn't seem to care that you are breaking into this car so just keep on going.



CHINATOWN
Old Service Station
6
Central Island Tunn
LITTLE ITALY
Winslet Ave
Shopping Center
Salieri's Bar
Little Italy
Ga Stat
Central Isla
Gas Station
Carlo
WEST MARSHALL BRIDG
Fire Station
WORKS QUARTER
Railroad Station
HARBOR
West Rive


AIRPORT
Hospital
TERRANOVA BRIDGE
Salieri's Warehouse
Stadium
Morello's Bar
4
NEW ARK
Palermo Club
Market Ave
Central Hoboken
2
Bar Pompeii
HOBOKEN
Old Prison
New Ark
Bank
Gunshop
Twister
New Prison
Giuliano Street
GIULIANO BRIDGE
Downtown
Bertone's autoservice
OAK HILL
Federal Trade Commission
Gas Station
Theater
DOWNTOWN
OAKWOOD
Oakwood Church
3
Parking
Hotel Corleone
Church
CENTRAL ISLAND
1
5
State Capitol
Tennis Courts
Municipal Building
EAST MARSHALL BRIDGE
Gallery
Saint Paul Coast

③ Wait until the security guard has his back to you and then nab this absolute monster of a vintage car.

④ Whilst this mean machine's owner stuffs his face, you have an opportunity to make it your own.

⑤ These car lovers are complete schmoes – tell 'em to get lost and then pick the lock before burning rubber.

⑥ After you've opened the gate and run over all the dogs, you simply have to take this little beauty for a

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LMA Manager 2004*
Matrix, Enter the
Max Payne 2
Metal Arms:Glitch in System
Need for Speed Undergr.
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Shadowman
Silent Hill
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The Italian Job
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Tomb Raider 2
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden M.
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Ace Combat: Distant Thund.
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BIG SSX Tricky
Bionicle
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Colin McRae Rally 4
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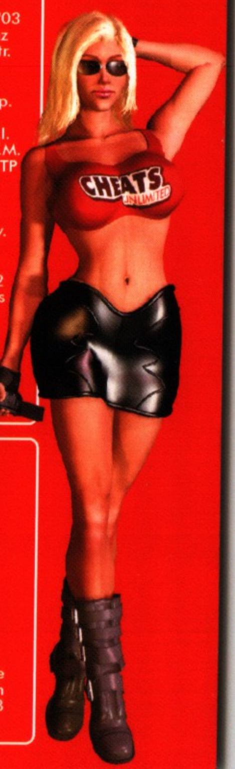

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ESSENTIAL

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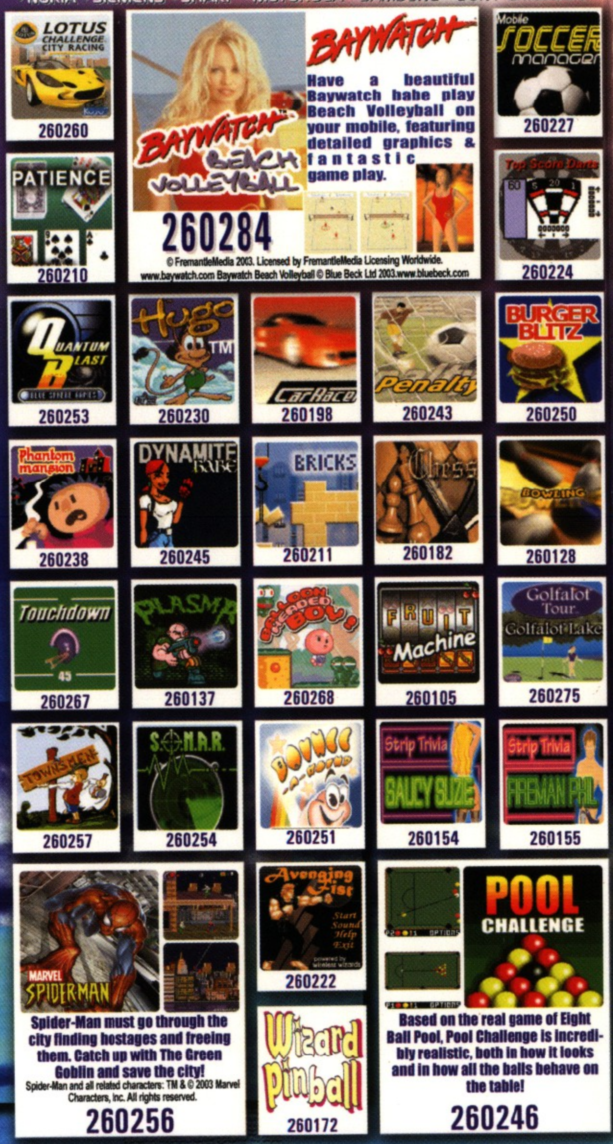
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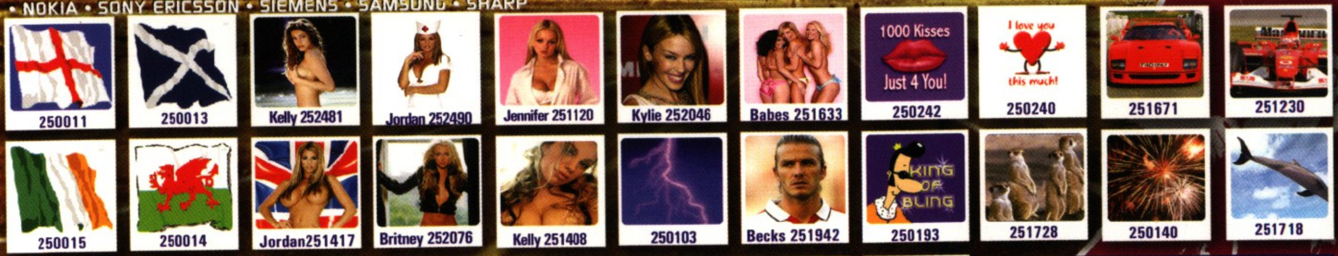
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